

PRIMA'S OFFICIAL STRATEGY GUIDE

**EXPERT
MULTIPLAYER
TACTICS**

FREEDOM FIGHTERS™



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FREEDOM FIGHTERS™

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Introduction

Freedom Fighters is a game of tactical combat, or what some like to refer as a thinking shooter. Unlike most shooter games, which send a player through an essentially linear course, killing everything in sight, or others that require the player to find special keys or cards to get through a locked door, *Freedom Fighters* lets the player concentrate on tactics as well as strategy. For nearly every mission, there is more than one way of completing the objectives.

The player can give orders to recruited team members with a simple button press. Commanding team members is very important; it allows the player to create diversions, set ambushes, and even maneuver the team to catch the enemy in a crossfire. Furthermore, the structure of the missions, with the division of missions into

subzones, allows players to choose the order in which they complete the objectives.

The premise of *Freedom Fighters* is an alternate history where the Soviet Union developed the atomic bomb first and won World War II. With a weaker America, the Soviets expanded into Western Europe and then the Western Hemisphere. Their next step is the United States, and they are beginning with an invasion of New York City. As Chris Stone, a plumber caught up in the attack, the player must help build up a resistance organization and drive the Soviets from the city. To accomplish this, the player must use guerilla warfare tactics and hit the antagonists where they least expect it.

How to Use This Book

This strategy guide comprises three sections. The first section covers the game basics, which includes information on all the characters in the game, the weapons and equipment you can use to defeat the Reds (as well as what they will use against you), and finally tactics and strategies to help you succeed. The second section consists of step-by-step walkthroughs of each mission, including the most effective order in which to complete the objectives and ways to avoid the enemy strong points. The final section covers the multi-player game, with tips on how to beat other *Freedom Fighters*.

✓ Note

The game plays the same regardless of the difficulty level at which you play. The differences are in how much damage you and your team members can take. For example, on the easy level, you can take several hits before you are in trouble. At more difficult levels, one or two hits and you are history.



Characters

During the course of your guerilla campaign in Soviet-controlled New York City, you control a single character—Chris Stone. You also interact with, fight against, and even command a host of other characters. It is important to know who your friends are and whom

to shoot at. Be careful—a one-time friend may turn against you, and enemies may become allies. Anything can happen in the streets and sewers of the occupied Big Apple.



Freedom Fighters

The Freedom Fighters are anyone who resists Soviet domination. Some actively fight the Soviet troops, while others take a more passive role. However, each person is important in helping you to complete your missions and take back the city for Americans.

Chris Stone

Born and raised in Brooklyn, Chris is just a normal New York working man with a shelf full of football trophies and a rent bill that arrives every month.

At 32, Chris's biggest influence in life is still his family. His dad is an Irishman, a retired rescue worker who calmly saved lives for years but who just as calmly put a handbag thief into the hospital. His mother is a Native American schoolteacher. Her father taught the old Indian ways to Chris and his brother, Troy.

After the Soviets invade New York, Chris becomes a Freedom Fighter and leads a determined and growing group known as the Manhattan Resistance. During the game, you control Chris as he seeks to liberate his home from the enemy.



Troy Stone

The younger of the Stone brothers, Troy is a real handful. At 30, he still hasn't decided what he wants to do, but whatever it is, he wants to do it fast. He builds custom cars with the local car club, the Brooklyn Rats, in his ample spare time. He often helps his brother with plumbing jobs. Troy's capture by the Soviets leads Chris into the resistance business.



Mr. Jones

At 60, Mr. Jones is still nimble enough to train newcomers in the art of urban guerilla fighting. Years of military life have given him an exceptional understanding of strategy, along with a cynical edge that keeps even friendly folks at a distance. He never developed as a great soldier in the field, but his networking and planning skills make him a real asset to the resistance.

Phil Bagzton

"Talk is cheap," says Phil Bagzton. "That's why I do it constantly, dude."

Phil, to hear him tell it, has been kicking Soviet butt for 10 years, even though the invasion has just begun. He's a man of many, many words whose fighting efforts, despite their ineptitude, are appreciated by the resistance.

Phil began boxing at 13, not as a sport but in self-defense against his abusive father. His fists never served him well, and he eventually learned to talk his way out of most situations. The rest of Phil's family fled to California at the start of the invasion.

Phil hangs around the resistance base and offers guidance and eventually assistance during the course of the campaign.



The Kid

The streets of New York are not kind to orphans, especially skinny 15 year olds in the midst of a full-scale invasion. But The Kid lets it roll off his back. He's never really had it much easier.

The Kid's real name is Dinh Nguyen. He knows every corner of the city, and his graffiti can be found on almost every block. He's no gang member, but he's had issues with the local authorities and he knows his way around the neighborhood thugs. The Kid lived at a boarding school until recently, but it was closed down because the school-master refused to teach Soviet principles.

The Kid's street wisdom is a valuable asset to the resistance. He often warns Chris of dangers hiding farther up the block, provides advice as to what you should target first, or where you can find the necessary supplies to complete your objectives.

Isabella Angelina

Graceful beauty, clear eyes, and a ready smile make Isabella, 29, a real threat to the men of New York. Strong political views, a cunning intellect, and a knack for public speaking make her a threat to the Soviets.

Born in the U.S., Isabella traveled extensively while studying ethnography and completing her thesis on Inuit people. Her studies took her through Canada and Greenland, all the way to the arctic Soviet Union. Her experiences there turned her into a political activist protesting Soviet aggression worldwide.

Isabella is a fast learner and a survivor quick to adapt to new conditions. Together with Chris, she leads the Manhattan Resistance.

Isabella is the first, and last, person you must rescue during the campaign. She helps by providing guidance and information regarding your missions before you leave the resistance base.



The Soviets

During the campaign, you and the Freedom Fighters take on the Red Army. The Soviet leaders and soldiers are veterans of numerous interventions and aggressive actions; do not expect your enemies to line up for you to shoot. When you take out one soldier, the others quickly respond by seeking cover and then coming after you—usually using flanking moves. Since it is important to know one's enemies, let's look at what you are up against.



Tatiana Kempinski

How do you win over millions of people in just minutes? A pretty face and an innocent smile broadcast over television. Tatiana has the looks and the voice, but her innocent smile is a fake. The "news" she delivers is imported directly from the Kremlin.

Tatiana was born in Krakow, where she studied journalism before transferring to the U.S. to finish her degree. She developed fluency in English during her time in the U.S., but in her heart she remains a loyal member of the Communist Party.

Between missions, Tatiana makes appearances giving New Yorkers the official news, featuring biased accounts of your exploits as she brands you a criminal.

General Tatarin

Tatarin does not believe in sending soldiers into battle to kill and maim. He leads the soldiers in himself so that he can kill and maim along with them.

Born in 1958 in the Asian Soviet republic of Uzbekistan, General Tatarin is a field warrior of the highest echelon. He was brought up in the Soviet army by a family of soldiers, and still lives by the sword today. His father and grandfather both died war heroes in battle, and he carried on the family tradition by graduating at the top of his class from military school.

Tatarin was stationed in Guatemala in 1976 as a military advisor. In 1995, he became the youngest Soviet general ever appointed, after establishing military bases in Mexico during his "recovery efforts" following a massive earthquake. Tatarin is extremely popular among the soldiers in his command.

Tatarin mainly appears in the newscasts between missions. However, he makes the campaign very personal for Chris and ends up as an objective for one of the missions.



Soviet Soldiers

The basic Soviet soldier is armed with either a pistol or an assault rifle. You rarely find these enemies alone. They stick together in small squads centered around defensive positions, often with mounted machine guns, or patrol the streets and alleys. After taking out these soldiers, or any enemies for that matter, you can pick up their weapons or add any remaining ammo to your own cache.

Soviet Officers

Soviet officers are found in the company of a squad of soldiers. Officers can be armed with submachine guns or shotguns and wear a beret or other soft headwear rather than the standard-issue helmet. These enemies are a bit tougher to kill and not afraid to get in close to engage you and your troops at short range.

Soviet Snipers

Snipers, often found on rooftops or looking out from upper-story windows, are armed with sniper rifles. In most cases, it is best to eliminate them by storming their perch and engaging them at close range. However, if you have a sniper rifle, shoot them from long range and save yourself from having to climb several flights of stairs.

Soviet Machine Gunners

The largest soldiers, machine gunners are assigned to carry light machine guns. You won't run into these guys until the later missions; however, when you do, watch out. Their heavy body armor makes them tough to kill. You must either unload lots of bullets or try to take them out with grenades or Molotov cocktails while hiding behind cover. Avoid going toe-to-toe with the machine gunners since they will almost always come out on top. Their machine guns put out a lot of lead and have large magazines, allowing them to fire for a long time before reloading. Once you drop one of these enemies, pick up the light machine gun for your own personal use.

Soviet Vehicles



Gunships

The Soviet forces employ helicopter gunships throughout the city to provide air support to their ground troops. While these gunships can be shot down with a rocket-propelled grenade (RPG), it is better to blow up the helipads from which they operate. Eliminating the helipad in one subzone will prevent gunships from operating in other subzones during the course of a mission. Target helipads early on since a gunship can just mow down your troops with little warning or defense.



Tanks

Luckily, tanks only show up in a few places during the campaign. The only way to take them out is with an RPG. Therefore, if you see an RPG sitting somewhere, pick it up or at least remember where it is. You may need it later—especially if you run into a tank.

Armored Cars

Armored cars appear in most missions. While they are not armed, they can still cause a lot of problems for you and your troops. These vehicles drive down the streets and drop off squads of enemy soldiers in various locations. If one runs over you, it can cause serious injury or even kill you outright. Armored cars transport troops from one subzone to another. The best way to stop them is to take out bridges so they cannot get to you in the first place.

Artillery

Artillery, also referred to as mortars, only appears in the final mission. However, its long-range fire allows it to wreak destruction and damage in different subzones within the mission. As with helipads, artillery should be taken out with explosives early in a mission to avoid unnecessary casualties later.

Weapons and Equipment

Taking on the Soviet invaders is tough work. To do the job right, you need the correct tools. Your character, Chris Stone, begins the game with only a pipe wrench; as you progress, you acquire more weapons and equipment.

Close Combat

To use close-combat weapons, you must be right next to your target. Since most of your enemies are carrying firearms that can hurt you from a distance, close-combat weapons are best for sneaking up behind enemies and taking them out quietly.

Pipe Wrench



This wrench is your only weapon at the game's beginning; you must use it to get rid of the first Soviet you encounter. It usually takes two or three hits to finish off an enemy, so stay close and keep swinging. The pipe wrench also comes in handy for opening manhole covers so you can access the sewers.

Firearms for Close Combat

At close range, it can be difficult to bring a large weapon to bear on your target and then fire. Instead, use your firearm to strike an enemy and score the kill without firing a shot. Just press the Close Combat Attack button. It usually takes a couple of hits to bring down an enemy.

Firearms

Most often you want weapons that can attack the enemy at range. *Freedom Fighters* offers a variety of firearms for defeating the Soviet invaders. You begin with pistols and slowly add additional firearms as you progress. Whenever enemies die, they drop their weapons. You can trade your current weapon for a new one or, if the weapon dropped is the same as the one you are carrying, you can pick up additional ammo.

Automatic Pistol



Soviet soldiers carry standard automatic pistols. As you move on to more powerful weapons, the automatic pistol is great as a backup weapon in case you run out of ammo for your rifle or other primary weapon. Train yourself to fire bursts of three shots. That's what it takes to kill a Soviet soldier.

.44 Magnum



The .44 magnum is the only American firearm you have access to during the campaign. It becomes available after your training mission and can only be found at the resistance base. While it is a superior pistol, causing more damage than the automatic pistol, you can't find additional ammo during the missions. However, when you run out of ammo, you can always swap for an automatic pistol, so take the magnum along for some stopping power.

Tip

Whenever you change weapons, you keep your ammo supply for your previous weapon. For example, if you have 100 rounds for your assault rifle and then swap to a shotgun, when you pick up another assault rifle you still have those 100 rounds plus whatever is left in the rifle you acquired. So if you see a stash of weapons, swap out to a new weapon and pick up all of that type to stock up on its ammo, then switch back to your weapon of choice. By doing this, you load up on different types of ammo, so if you need to change to a new weapon later, you already have a good stock of ammo and don't have to rely on what is left in the clip.

Shotgun



The shotgun is a close-range weapon carried by Soviet officers. It may be difficult to find ammo for it, though some missions have stashes of shotguns where you can load up. It usually takes two shots to kill an enemy with the shotgun—more at longer ranges. Automatically shoot twice at all targets to make sure they don't get up again. The shotgun is an excellent weapon for indoor combat, such as clearing small rooms or hallways. Just keep an eye on your ammo and be ready to pick up another weapon before you run out.



Submachine Gun

Soviet officers wield submachine guns. This weapon puts out a lot of lead in a short time. However, it is not as accurate at long range as the shotgun, and it is difficult to find enough ammo to keep this weapon ready to fire. Pick up a submachine gun if you need to clear an interior, especially when moving through narrow halls or stairways. Just be ready to pick up another weapon when your ammo supply gets low.



Assault Rifle

The assault rifle is your best friend during your campaign. This weapon fires bursts for as long as you hold down the Fire button, and most of the Soviet soldiers carry it. This means you have a constant source of ammo! The assault rifle is also great for firing at close, medium, and long range. You pick one of these up on your first mission after training and will use it from that point on.



Sniper Rifle

The sniper rifle is a special type of weapon. It is not something you want to be carrying while running down the street engaging the enemy. It works well for attacking targets at long range from a concealed or partially covered position. You eventually acquire a sniper rifle from the resistance base. However, earlier in the campaign, you can snag one from Soviet snipers. The main disadvantage is the limited amount of ammunition. Each rifle you pick up has about five rounds. At times you can find a second sniper rifle nearby and double the number of shots you can take. However, even 10 shots is not a lot if you plan to take on squads of enemies.

As with most weapons, it takes at least two rounds to kill an enemy. However, with the accuracy of the sniper rifle and its scope, try for head shots, which pick off a foe with a single round. The key to using the sniper rifle is target selection. With limited rounds, you should take out the biggest threat: soldiers manning mounted machine guns (since the guns' armored shields make them more difficult to hit) or those soldiers positioned in the guard towers. Once you have other Freedom Fighters on your team, send them off to assault a position while you hang back with a sniper rifle and pick off Soviets who try to man the machine guns and cause trouble for your people.



Light Machine Gun

Light machine guns are another rare weapon to find during the campaign. They pack a lot of firepower. Pick one up when possible. They have a large magazine, allowing you to fire nonstop without having to reload often. However, just because you can lay down sheets of lead doesn't mean that is the best tactic. Instead, fire this weapon in short bursts. While you do have a large magazine, ammunition is just as hard to find as the weapon itself.

Incendiaries and Explosives

In addition to firearms, incendiary and explosive devices aid your campaign to rid the city of the enemy. Using these weapons requires a bit more thought than just running out and blasting away with an assault rifle. The effects are well worth the extra second or two it takes to use these devices.



When using Molotovs and frag grenades, be ready to throw a second one if necessary. Until you become an expert, often your first throw will miss, but with a little correction you can hit on your second throw.



Molotov Cocktail

You get a supply of Molotov cocktails for each of your missions. In fact, you learn how to use them during the training mission. Molotovs can be tricky and even dangerous indoors or while behind cover. Once you select a Molotov, you use the Fire button to throw it. The longer you hold down the button, the farther it goes. Once the power bar reaches maximum, you throw the Molotov automatically. It is key to aim and be ready to throw before you press the Fire button.

Molotovs explode on impact, spreading flaming liquid around the area and injuring or killing anyone who comes in contact with the flame. If you throw a Molotov and it hits a dumpster or wall that you are hiding behind, it covers you in fire. So be careful.

Molotovs are best used for assaulting an enemy position or for taking out groups of enemies without exposing yourself to fire. They can be found in rooms and alleys in the subzones, usually along with potential recruits. Since this is a resistance weapon, you will not find these on Soviets or in their bases.



Fragmentation Grenades

Frag grenades are Soviet weapons, initially found on Soviets and eventually added to your selection of weapons every time you leave the resistance base. You throw frag grenades just like Molotov cocktails. Unlike the Molotovs, frag grenades detonate with a fuse, which means they can bounce. It takes some practice to effectively use frag grenades. When you find some in the earlier missions, practice with them so that by the time you hit the more difficult missions you can throw a frag accurately. Because they don't detonate on impact, you can throw them so they bounce around a corner. Also, they have a larger destructive radius, making them more dangerous and deadly than Molotovs.

The best time for frag grenades is when attacking groups of enemies—especially those behind barricades or other defenses. A good tactic if your foes have their backs to a wall is to throw past them at the wall so the grenade bounces right into their position.



C4 Plastic Explosive

This explosive can only be used to destroy objectives: bridges, helipads, artillery, and other targets. Until the resistance base has its own stock of C4, you must find it during a mission. In fact, you will not find it in subzones where it is needed. Plan ahead and make picking up some C4 your first priority in missions where you need it.

Heavy Weapons

At times you need heavy firepower. Here is what you can find left behind by Soviet forces.



Mounted Machine Gun

After you take control of a Soviet defensive position, you can use any available mounted machine guns. To man one of these babies, walk up to it and press the Action button. The screen automatically changes to an Aim view; mow down any enemies in your sights. This weapon, with its rapid automatic fire, never runs out of ammo. Keep firing as long as targets are available.

You can also order members of your team to man a mounted machine gun. Switch to Aim mode and center on the ground at the machine gun's base. Then give a single fighter an order to Defend. That character will take up position behind the machine gun and use it to attack Soviet troops. This is a good tactic if you want some cover fire while you personally lead an assault. On the other hand, you may want to provide the cover fire while ordering your team to move out and advance on the enemy. When you are through firing, back away from the gun to regain control of your personal weapons and equipment.



Rocket-Propelled Grenade Launcher

This weapon, also known as an RPG, is your only antitank weapon. You need it to blow up any tanks you come across. However, RPGs can also be used against gunships or even troop concentrations. Nothing stops a Soviet mounted machine gun position like an RPG round. While you come across a few Soviet soldiers carrying RPGs, you more often find them in corners or alleys near or in Soviet bases. The downside to RPGs is that they have a limited amount of ammunition. Also, you must drop your primary weapon to pick up an RPG. When you see an RPG, advance to a place where you can use it, then go back and pick it up.

Other Items

Not everything you carry is a weapon. A couple of other items come in handy during missions.



Med Kit

Med kits can be a lifesaver—literally. You start out with some at the resistance base and can find more during the missions. Keep track of how many you are carrying. Use them to heal any wounds and damage you take and also to heal others. When your fighters are wounded, they lie on the ground with red crosses over them. Head over and press the Action button to heal them and put them back into action. Also, during the course of a mission, you come across wounded people—civilians, fighters, and even Soviets. Heal them to gain charisma or to find new recruits to join your team.



Binoculars

You eventually gain access to binoculars. With this item selected, press the Aim button to zoom in on distant objects and enemies. Binoculars are particularly effective from an elevated position such as a rooftop. In addition to seeing what lies ahead, use the binocular view to give orders to your team. Identify Soviet soldiers and then order your team to advance and attack. You are safe at a distance and have a good view of the battle, allowing you to change targets for your team as necessary.

Guerilla Warfare in an Urban Environment

This chapter provides tips for those new to the resistance movement. Since the Soviet invasion and occupation of New York City, people from all walks of life have traded in their past occupations for a new one—Freedom Fighter. To help increase the success of resistance groups throughout the area, strategies and tactics for guerilla warfare have been compiled.

Strategy

While the common Freedom Fighter rarely considers the broader scope of his or her actions, leaders must take into account the strategic nature of their operations. Since guerillas do not have the manpower or firepower to engage in direct combat with professional military forces, it is of vital importance to know how best to use your resources and provide your team with an advantage over the enemy.

Planning Out the Mission



Study the maps and objectives to plot each mission before you start.

The first thing a leader should do for each mission is plan the action. Most missions take place over a several-block area known as a zone. These zones might be divided into subzones that focus on areas where operations will take place. Each subzone involves a primary objective and often at least one secondary objective. To complete the subzone, only the primary objective need be accomplished. However, achieving secondary objectives results in an increase in charisma, allowing leaders to recruit more fighters to their team. Often these secondary objectives affect operations in other subzones during the mission's course. A leader must become familiar with all the mission's objectives. He or she must then prioritize the objectives and establish the order in which they will be completed. Following is a listing of priorities for most missions. They are presented from highest priority to lowest.

Acquisition of Material



Take some C4 before blowing up objectives.

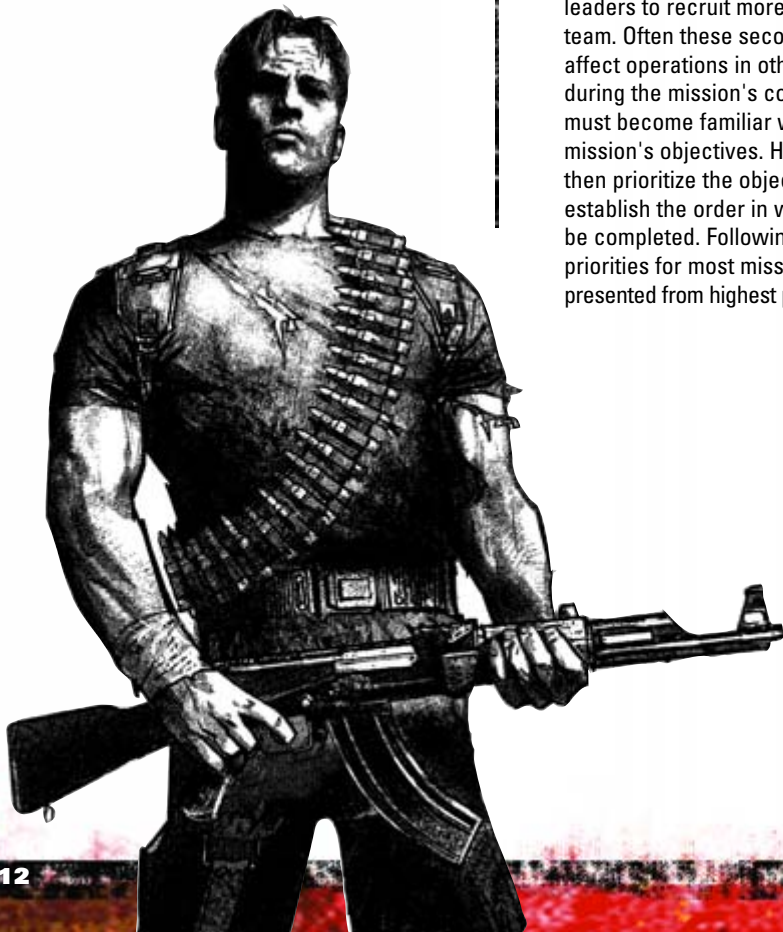
Freedom Fighters are equipped primarily with weapons found or created, so missions calling for military-grade supplies, namely C4 plastic explosives, require a leader and team to steal the explosives from the Soviets. Therefore, if your objectives require you to blow up something, locate a source of C4 and make that your first objective.

Helipads



Taking out a helipad stops all gunship operations during a mission.

Since the original invasion, the Soviets have utilized airpower in the form of helicopter gunships. These aircraft are armored and impervious to small-arms fire. They can operate in any urban environment and bring a tremendous amount of firepower to bear on targets not only in the open but also behind cover. Do not try to operate in areas where gunships are flying. There is a much easier way to put these choppers out of business. Gunships require a helipad from which to operate. A single C4 charge destroys a helipad, preventing any further use of gunships in the area for the mission's duration. Helipads are always listed as secondary objectives; their destruction is vital to mission success.



Bridges



Knock out those bridges.

One of the advantages of guerilla warfare is the ability to hit your opponents where they are weak; they cannot be strong everywhere. To counter this, the Soviets employ armored cars, which can transport a squad of soldiers to the location of an attack and quickly reinforce the troops already there. Since these armored cars are impervious to small arms fire, the best way to prevent them from delivering their cargo is to blow up bridges and cut off their access to neighboring subzones for the mission's duration. Always make bridges a priority or you may end up fighting off a never-ending supply of reinforcements.

Flag-Raising



Raising the flag completes a subzone.

Primary objectives always involve replacing a Soviet flag on a building with an American flag. Since you must usually secure a building to get to the flag, the flag-raising represents a Soviet defeat and serves as an inspiration to the civilian masses. Some subzones are more difficult to secure than others. Within a mission, select the easiest flags to raise first. Often you receive charisma points within a subzone. These allow you to recruit more fighters to your team. Try to get a little extra help for those tougher subzones.

Manholes and the Sewers



Manholes have a variety of uses.

The sewers provide an excellent means for the resistance to appear anywhere with the element of surprise and offer a means of escape if things get too hot. They also allow you to skip around between subzones easily. This means that you do not have to complete an entire subzone before continuing on to the next. In fact, you should usually complete all the secondary objectives for a mission, then begin raising flags.

Manholes can also be used to quicksave a mission. If you die during a mission, you can restart within a subzone rather than at the beginning of the subzone. Manholes allow you to return to the resistance base if you need more weapons or supplies. However, whenever you leave a subzone (either to return to base or go to another subzone), when you come back, the Soviets will have had a chance to replace the soldiers you neutralized. Luckily, they do not have time to repair helipads or bridges. These remain destroyed for the course of the mission.

Tactics

While strategy concerns where and when you fight, tactics focus on how you fight. You are almost always at a disadvantage during combat, so effective tactics enable you to defeat the Soviets and exhibit the inherent abilities of the American fighting man and woman.

Avoid Defensive Positions



A strategically placed truck may offer a way around a Soviet kill zone.

Almost all primary objectives are defended. As the campaign progresses, so does the amount of defense provided for these buildings. The Soviets expect you to make a direct, frontal assault on their positions and be killed before you can even reach the concrete barricades. Guerilla tactics call for the avoidance of such attacks. In most cases, you can find an alternate way to reach an objective that either bypasses the Soviet defensive positions or allows you to attack it in the flanks—an attack for which they have little protection, from a direction not covered by their mounted machine guns. Whenever you see a Soviet defensive position, look around for an open window or door, a hole in a wall, or even crates or a vehicle that will boost you over a wall or into an upper level. You can even use ductwork to climb up the side of a building. For almost every major defensive position, there is an easier way around it. Just look for it.

Attack at a Distance



Sniper rifles are great for clearing an area before assaulting it.

Occasionally there is no way around a defensive position, or you may have to attack it from the flanks, which provides you with some advantage. In those cases, engage at long range if possible. Molotov cocktails and frag grenades work well for hitting enemies behind barricades or other forms of cover. If the enemy uses snipers to cover an area, sneak up behind them, then use their sniper rifles against their comrades. Also use aimed fire with assault rifles, pistols, or other weapons and target individuals as they peek out from cover to shoot at you. By picking off one enemy at a time, you can clear out a position before you even get near it.

Use of Cover



The shield on a mounted machine gun provides some cover against attacks coming from your front.

Cover is vital. Running down the middle of the street is the quickest way to get yourself killed. Instead, crouch down and hide behind crates, dumpsters, low walls, and so on. Avoid using cars and trucks as cover. If they take enough damage they explode, killing or wounding anyone nearby. If you must move across an open area, run—you are harder to hit when in motion. Don't stop to shoot back until you have some cover.

Leadership



Icons appear over the heads of your team members when they are given an order. This confirms which fighter receives the orders and is useful when giving an order to an individual rather than the entire team.

Leadership plays an important role in tactics. While you begin your own campaign, you eventually command up to 12 Freedom Fighters. With a little practice, you can almost complete missions without firing a shot, though you have to plant explosives and raise flags. You can only give three commands, but they accomplish a number of tasks. The Follow order instructs your teammates to return to your side and stay with you as you move around. Think of them as bodyguards. However, they will move forward to engage the enemy. If you want them to stay put, especially behind cover or in a crater, issue the Defend order. You can also use this to order a fighter to man a machine gun.

Just aim at the gun and give the Defend order. The Attack/Scout order is extremely useful. While aiming, order your team to move to a point under your reticle. This is called scouting. Issuing this command while aiming at an enemy orders the team to attack that enemy.

For all orders, tapping the button orders a single fighter, while holding down the button orders all of your team. Scouting can help prevent you and your team from being ambushed. Send a single fighter ahead, around a corner, or into a building or adjacent room to see where the enemy is. You can then recall the fighter with the Follow command or order the rest of your team in to fight.



As a general rule, keep at least one fighter with you for protection, especially if you are concentrating on ordering your team around. To do this, after giving your entire team an order, just tap the Follow button and one fighter will return to stay with you.



Manhattan Invasion

Mission Briefing

You are Chris Stone—a Manhattan plumber. Along with your younger brother, Troy, you labor to keep the water flowing, unclogging drains and preventing toilets from backing up. While you are somewhat aware of the Soviet expansion taking place around the world, it doesn't really affect you, so why worry about it? Your job today is to take care of the pipes at the apartment of Isabella Angelina. The name kind of rings a bell. Isn't she one of those people who protest Soviet involvement in other countries? Oh, well, so long as she pays your bill, her life is hers.

Unfortunately, today is the day the Soviets invade New York City. Of course, one of the first people the Soviet troops go after is Ms. Angelina. You and Troy are at the wrong place at the wrong time. While you are in the back room, Soviet troops rush in and grab Troy, thinking he must be involved in an anti-Soviet organization. It looks like it might be time for an occupational change.



Completing the Mission



When the game begins, you are in Isabella's apartment looking out a window. A Soviet gunship fires through the window. Get out of the room before you get killed!



Out in the hall you see a Soviet officer and several civilians lined up along the wall. The only weapon you have is your pipe wrench. Get close to the Soviet and let him have it. It takes a couple of hits to drop him.



Turn right and run through the doorway. Take another right and head past the kitchen and through another doorway into the hall.



The man he was searching pulls out a pistol and urges you to follow him. His name is Mr. Jones. Follow him down the hall and out through the door he opens for you.





When the door opens, you see a Soviet soldier directly ahead of you. Don't worry about him. Mr. Jones takes aim with his pistol and neutralizes the threat.



Climb up on the ventilation system where the soldier was standing and walk over to the pistol on the ground. You automatically pick it up. Now turn left and climb onto the roof.



Once both soldiers are history, run over and pick up their pistols so you can add their ammo to your inventory.



As you look right, you see a Soviet helicopter taking away Troy. A couple of soldiers remain behind to fight you. With the pistol still selected, press the Fire button while facing in their direction. Chris guns them down.



Now follow Mr. Jones down a fire escape.





Mr. Jones stops at a place overlooking three soldiers. Follow his directions to take aim at one of the orange barrels below and let off a couple of shots. This detonates the barrel and blows up the three soldiers as well. Remember this tactic for future use.



Follow the on-screen directions to bring up your inventory and select the med kit. Use it to fully restore your health.



Follow Mr. Jones down the rest of the fire escape. Pick up the pistol ammo from the dead soldiers.



Pick up the other med kits here and continue after Mr. Jones as he heads across the street and down the sidewalk. Stay on the sidewalk because a gunship is strafing the street to your left.



As you jump down from the fire escape, an explosion injures you. Luckily, there is an ambulance nearby. Pick up the med kit.



Down the sidewalk, a man lies on the ground; there's a red cross icon positioned over him. He is wounded and needs help. Walk up to him and press the Action button to heal him.



Phil is also part of an anti-Soviet group. Follow him and Mr. Jones inside a building and up the stairs. Near a door you can pick up some Molotov cocktails. Select them from your inventory.



Step out through the door and turn left. A couple of Soviet soldiers wait below. Press the Aim button and center the targeting reticule over the soldiers' position. Hold down the Fire button until the power bar fills completely and Chris throws the Molotov.



It usually takes more than one explosive to get both soldiers. If you need more Molotovs, look for some on the rooftop behind and below you. Keep throwing until both soldiers are down for good.



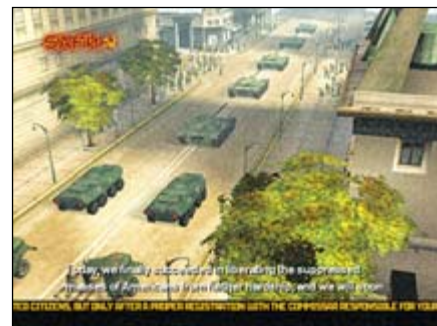
Hop to the ground and take a left. Be ready to fight. Two Soviets hide behind a pickup truck. You could throw a Molotov at them, but this is a chance to learn another tactic. Fire at the truck itself until it explodes, killing the enemies behind it.



Now follow Phil and Mr. Jones to a manhole. When next to it, press the Action button to use your wrench to open the manhole. The resistance base is in the sewers under the city. You can always retreat to safety by accessing the sewers through manholes.



This completes your training mission. Before continuing, you are introduced to Tatiana Kempinski.



She is the Soviet news anchor who provides you with authorized reports about Soviet activities in the city. Be warned; she puts a real spin on the news.



Soviet Domination

Mission Briefing

This is your first real mission. You begin at the resistance base. Look for a crate containing some Molotov cocktails. This room is the armory for the Freedom Fighters. Right now it is pretty empty. However, as you progress through missions and pick up weapons and equipment, they will be added to the armory for future use.

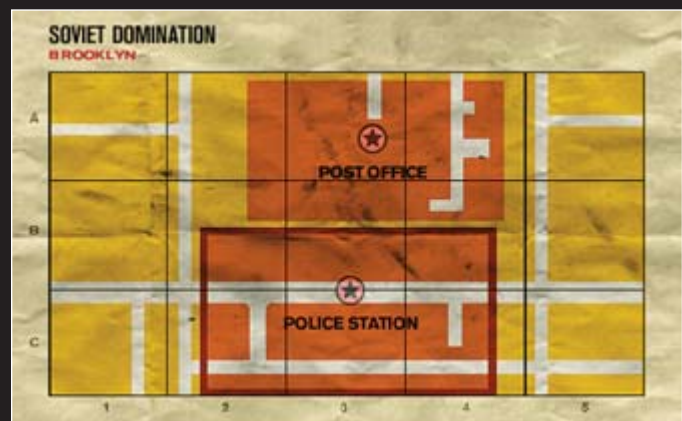
When you walk over to the map, Mr. Jones briefs you. Press the Action button to view the map. The first map is the zone map, which shows the area of operations for this mission. Within this map are two subzones—the police station and the post office. Future missions may have three or more subzones. Press the Action button while highlighting one of the subzones to bring up a map for it. Follow the directions on the screen to change to the objectives page.

To complete a mission, you must accomplish the primary objective in each of the subzones. Many subzones also have secondary objectives. You do not need to finish these to complete the subzone. In fact, completing the primary objective automatically completes the secondary objective for you. However, you will not gain charisma points for the secondary objectives unless you actually do them yourself. Since you want to earn as many charisma points as possible, go for the secondary objectives.

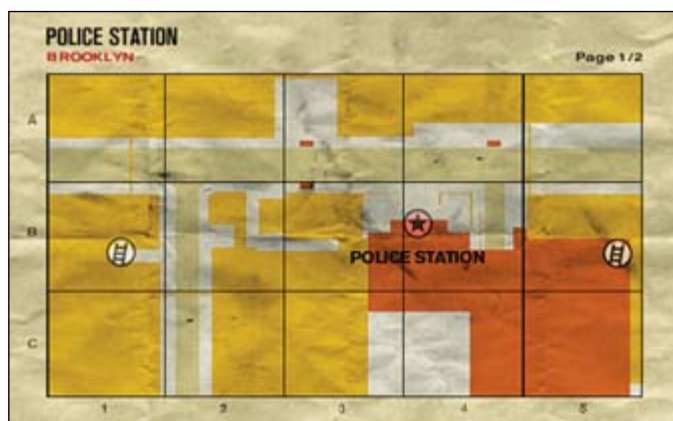
You don't have to complete an entire subzone before moving on to the next. In many missions, you should complete a secondary objective, switch to another subzone, then come back to take care of the primary objective.



Walk up to the map to get your orders for this mission.



The Police Station

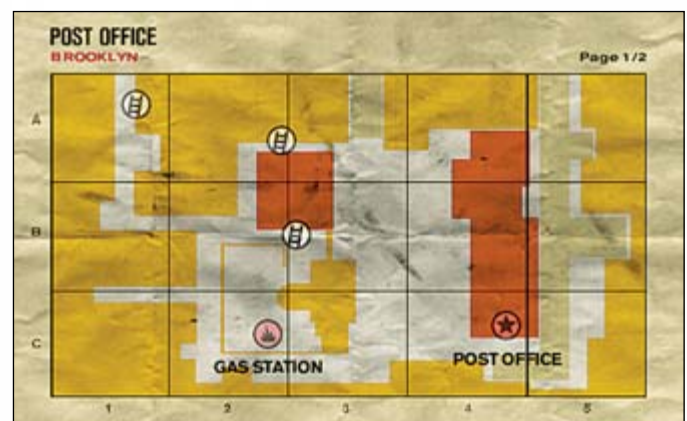


Secure the police station and liberate our leader, Isabella. Raise your flag to signal her release. The police officers assist you, but they need your help taking out the snipers on the nearby gas station.

Objectives

- Raise flag on police station

The Post Office



The post office is a Soviet stronghold. It's a supply depot for supporting troops advancing into the city. Your brother is being held somewhere inside. Raise your flag on the roof to signal your victory. To get near the police station, you must destroy the sniper's nest on the gas station.

Objectives

- Raise flag on post office
- Destroy gas station

Completing the Mission



While the objectives tell you to destroy the gas station, which is in the post office subzone, start out at the police station subzone. As you exit the sewer, head east and then north.



Now turn around and head back to the manhole you just climbed up. When you get to the manhole, press the Action button; from the menu that appears, select "Another Location" and then the post office subzone.



Exit the sewers again and follow the alley to a kid. If you didn't already have the C4, he would tell you where to get some. Since you already picked some up, continue on after listening to his encouragement.



Once you get to the main street, turn east again and run for the cops straight ahead.



Talk to the cop on the left; he informs you that the snipers on the gas station have them pinned down. Pick up the nearby C4 plastic explosive, which you need for your first objective.





As you take a left at the next corner, you see a couple of Soviet soldiers ahead of you, blocking your way to the gas station.



Crouch down and move carefully forward until you are behind the dumpster on the alley's left side. From here you can throw Molotovs at the soldiers without exposing yourself to fire.



Once both soldiers are down, pick up their assault rifles. You now have a primary weapon. Just hold on to it for now and save it for later.



Continue north up the alley and then turn right to see the large gas tanks ahead of you.



Run over to the base of the tanks and press the Action button to place a charge of C4. Once it is placed, the timer starts counting down. Get away quick!



When the timer reaches zero, the C4 takes out the gas tanks and the nearby snipers. You have achieved a secondary objective and receive charisma points for it.



Now head west a bit to the closest manhole. From here you can access the sewers and do not need to go back to the original manhole where you entered the post office subzone.



Return to the police station subzone and head back to the police officer. He thanks you for taking care of the snipers and advises you to advance through the subway. The Soviets have the front of the police station well guarded. The subway allows you to sneak past the front entrance.



Make your way toward the stairs leading down to the subway on the left. The right subway entrance is blocked. Before you get to the stairs, crouch down, press the Aim button, and target a couple of soldiers below patrolling the entrance to the subway. Take them out.



As you make your way through the subway area, hug one of the walls, using the supporting beams on the sides for cover. Wait for the soldiers to turn and walk away, then step out, aim, and drop them.



As you advance down the subway area, you find some med kits. Pick them up and use them if needed. Pick up the dropped pistols for their ammo.



After taking out all of the subway soldiers, climb up the stairs and talk to the cop. He tells you to stay low and enter the police station through the garage.



Head south and enter the garage through the doorway on your left. Stay along the wall to your right and stop before you get to the doorway leading out into the garage area.



When the soldiers are walking away from you, head toward the support pillar on the right and use it for cover. While you can shoot it out with these guards, it is best to avoid them altogether. Forget about the weapons lying around. You don't really need them.



While the soldiers are again walking away, make your way to the short stairway leading into the police station.



Follow the hallway around to an opening. Rush left and hide behind a counter, where you find some more med kits and a shotgun. Forget the shotgun and stick with your assault rifle.



From behind this counter, throw Molotovs at the soldiers patrolling the main lobby of the police station. Take out as many as you can.



Switch back to a firearm, then head upstairs toward the lobby. Quickly turn right and head up another flight of stairs and turn left to follow more stairs up to the second floor.



At the top, be ready to engage more soldiers. They are positioned down the hallway leading to your left.



Advance down the main hall, clearing enemies as you go and using the crates for cover.



Clear out the soldiers in the office. They are armed only with pistols, so rush in with your assault rifle blazing.



The stairway to the third floor is on your right. However, if you clear the second floor and head down the side hallways, you can pick up some more med kits.



Go down the far side hallway. As you do, you hear Isabella calling for you.



Walk over to Isabella to release her and earn some charisma points.



Head back to where you entered the second floor and then up the nearby stairway to the third floor. Here you have to clear the main hallway as well as the first one off to the right side.





Head out through the window and onto the roof. The flagpole is to your right.



When you reach the flagpole, press the Action button to lower the Soviet flag and raise the Stars and Stripes. This achieves the primary objective for the police station subzone and completes your duties there. A menu appears. Select "Another Location" and head for the post office subzone, unless you want to restock Molotovs at the resistance base.



When you arrive at the post office subzone, just follow Isabella to where you need to go.



As you head down an alley, you see a closed door guarded by an armed man. Do not shoot. He is a friendly. Isabella introduces you and then enters the building. Follow her.



The resistance has established a temporary base in this building. Isabella leads you upstairs to a room overlooking the Soviets.



Because you rescued a resistance leader, other Freedom Fighters are willing to follow you. The number of circles in the upper left corner of the screen shows how many resistance fighters will follow you. Currently it is two.



Walk up to the two men in the room and press the Action button to recruit them one at a time.



With your new team, head to the ground floor. Your team follows. At the bottom, pick up some med kits and the assault rifle for ammo.



While looking out the doorway, use the Aim mode, then press the Attack button to order your team to advance and engage the two Soviet soldiers in your sights.



Now head to the container and climb up the stairs to the top.



From this elevated position, you have a great view of the area to the south. This is an excellent place to practice giving your team orders.



Aim and then press the Attack button to order your team to advance to a spot or attack a selected enemy.



After sending your team into action, climb down and get into the battle as well. Clear out this area and pick up any dropped assault rifles for their ammo.



At the southern end of the area, head east through the defensive positions. Press the Follow Me button to order your team to stay with you.



Instead of heading west, move north along the western wall of the post office until you come across some crates that allow you to climb on the roof. Continue up some ductwork to get to the lower area of the post office roof. While you cannot access the higher roof where the flag is, you can use your elevated position to shoot or throw Molotovs down on the Soviets. Just be ready for soldiers from the upper roof to drop down to engage you. Once it is clear, climb back down and follow the southern passageway to the post office entrance.



There is a low trenchlike path on your right side. Keep low here so you can have some cover from enemy fire. From here lob Molotovs at the Soviets.



Also try shooting at the orange barrels to explode them and kill more enemies.



The lower area continues west and then around to the north. Keep low and lead your troops to a point where you can see the open doorway to the west.





Clear the area and then rush for the doorway so you can enter the post office.



Now head up the stairway. Be ready to fire at several enemies in the room at the top.



Turn around and head up the next flight of stairs to the roof. There are several Soviets up there, so send your team ahead to help you clear the way.



Clear the two rooms and pick up some med kits lying on a cot.



You find Troy, Chris's brother, in the room. Walk over to release him and earn some more charisma points.



Once the roof is secure, head over to the flagpole and lower the Soviet flag.



Once you raise the American flag, the subzone is complete, as is the mission. Good job!

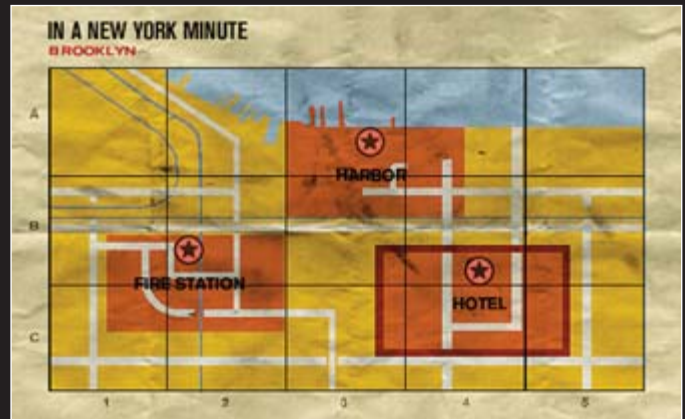
In a New York Minute

Mission Briefing

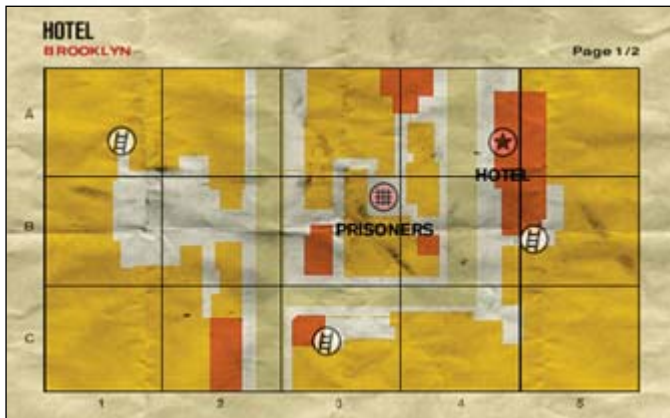
This time you have to complete objectives in three subzones. In each you must raise a flag on a building. Each also has a secondary objective. Since two of those objectives involve blowing up things—a helipad and a bridge—you must acquire some C4 first. Taking out the helipad prevents gunships from being used against you in the other two subzones, while knocking out the bridge halts reinforcements arriving via armored cars. In this mission, complete all three secondary objectives before going for the primary objectives.



Troy informs you that he is heading out to join other resistance groups.



Hotel

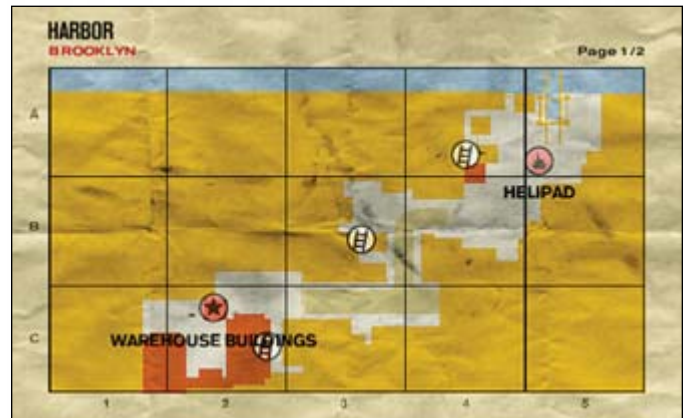


Take control of the old hotel. The Soviets have established a base of operations inside. We have seen Soviet soldiers storing ammunition in an abandoned diner. You can stock up on explosives there. Find a POW camp in the area—release the prisoners and lead them to the sewer.

Objectives

- Raise flag on hotel
- Free prisoners

Harbor

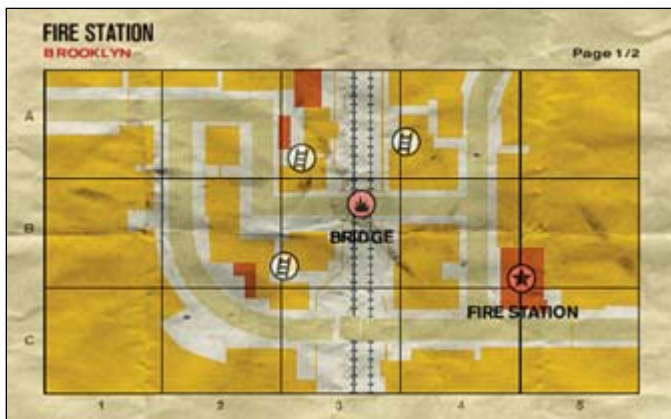


Seize the warehouse buildings. This is where the Soviets store the small arms and artillery that they unload from the ships—taking these buildings will greatly reduce enemy firepower. Blow up the helicopter fueling station here as well. This will ground the Soviet chopper fleet.

Objectives

- Raise flag on fuel station
- Destroy helipad

Fire Station



Capture the old fire station. Soviet reinforcements in this section are coordinated from here. Then destroy the remaining bridge. It's part of an important supply route for the Soviets—take it out and the influx of troops to surrounding areas will greatly diminish.

★ Objectives

- Raise flag on fire station
- Destroy bridge



Climb up the crate to the second floor and follow your team into the building. Take the first door on your left and look in the corner of the destroyed room. Use a med kit to heal the injured civilian here and earn charisma points.



Head back into the hallway and go through the next doorway, which puts you on a staircase. Upstairs is another Freedom Fighter and some med kits. Pick up the kits and descend to ground level. Run directly across the street and through the doorway into the opposite building.

Completing the Mission



C4 explosives are needed for the other subzones, so head to the hotel subzone first. Directly ahead of you are several Freedom Fighters. Move out and recruit as many as your charisma allows.



Heading out into the street will get you killed—the Soviets have defenses set up to cover the street. Lead your team south down an alley to the left.



The Soviets attack from the street to the east. Help the rest of the resistance fight off the attack, then pick up assault rifles from the dead soldiers so you have plenty of ammo.



Up ahead of you, on the second floor, look for an open window. Aim at it and order your team to advance and scout it out. They should take care of the Soviet soldiers in the hallway up there.



Advance up the stairs and take out the two snipers looking out the window. Order one of your team to guard the stairs and another to guard the doorway on the room's east side.



Crouch down and head over to the window to switch to a sniper rifle. Pick up the second one for more ammo. Aim down the street and nail the soldiers in the guard towers. While they are not a threat now, they will be later and are much harder to take out from street level.



When sniping, aim for your target's head to kill with one shot. Ammo is limited, so make the most of it.



Use the sniper rifle to pick off enemies across the street who are guarding the entrance to the diner. When you are out of sniper ammo, switch back to your assault rifle. Aim at the entrance and order your team to defend it. They run across the street, clear out the area, and hold it. Provide cover fire from the windows.



Once your team has control of the defensive position, head out the door to the east and then north across the street to the diner. Order one resistance fighter to defend while you are aiming at the base of a mounted machine gun. Repeat this for the second machine gun.



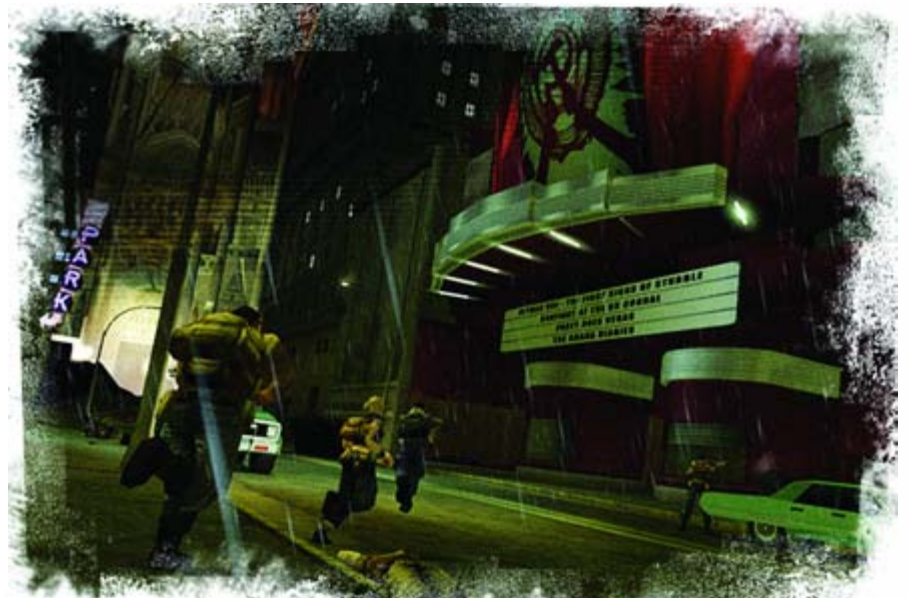
Leave your team to guard the entrance of the diner for you. This will make your return much easier. Head into the diner to find several types of weapons on the counter. Pick up the C4 explosives.



Now head out the diner's back door and north through an alley. It turns east and ends at a dumpster.



Climb onto the dumpster and then onto the roof to the right. Crouch down and engage the three Soviets below. Be careful because one or two may try to climb onto the roof with you.





After you take out all of the enemies, head to the detention area's gate and press the Action button to open it.



With the prisoners in tow, backtrack to the diner.



Make your way east, moving through the large broken pipes. Stay near the buildings to the north so the rubble will cover you.



Walk over to the prisoners. They stand up and will follow you.



As you pass by your team at the diner's entrance, order them to follow you as you lead everyone back to the manhole where you entered the subzone. As the prisoners climb down into the sewer, you receive charisma points. Follow them down.



As you advance, enter a doorway to the north. Follow this passageway to the end. Eliminate a couple of enemies along the way.



A doorway on your left leads into a building. Enter the building and head up the stairs.



Now go to the harbor subzone, where the gunship helipad is located. Take it out to make the other subzones much easier to complete. As you exit the sewers, go straight. Off to the right, The Kid gives you some quick advice when you talk to him. Recruit some resistance fighters to follow you.





At the top, an office to the right contains grenades and weapons. In the other room, near the open window, you can pick up some med kits.



Make sure your team is with you, then climb out the open window and head north across the rooftop. Jump down onto a wall, then onto the ground on the wall's right side.



The helipad is to the east. Wait for your team to catch up and then head out.



Several enemies patrol the area around the helipad. Get rid of them and order your team to defend near the ramp leading up to the helipad. They cover you.



Run up to the gunship and place a C4 charge. Once it is set and the countdown has begun, race back to join your team.



When the C4 detonates, it destroys the gunship and the helipad. You receive charisma points, and you prevent gunships from attacking you during the remainder of this mission.



Head back to the wall and climb it using the crates. Continue onto the roof and back through the open window. Backtrack to the manhole where you entered this zone and return to the sewers. You will be back later to take control of the warehouses.





It is now time to visit the fire station subzone. You find someone to recruit by the wall ahead.



As you exit, you run into more soldiers coming out of a doorway on the other side of some crates to the north. Take them out and then enter the other building to find some pistols and med kits.



Use the machine gun to attack the two Soviet defensive positions to the west. Don't forget to shoot at the parked vehicles. When they explode, they take out enemies. Send your team to attack the position on the right first and then the left.



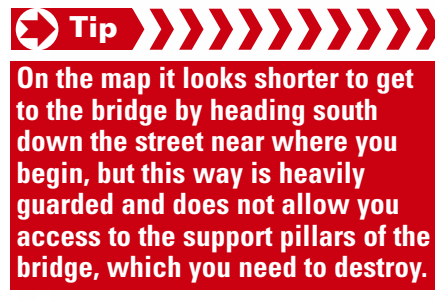
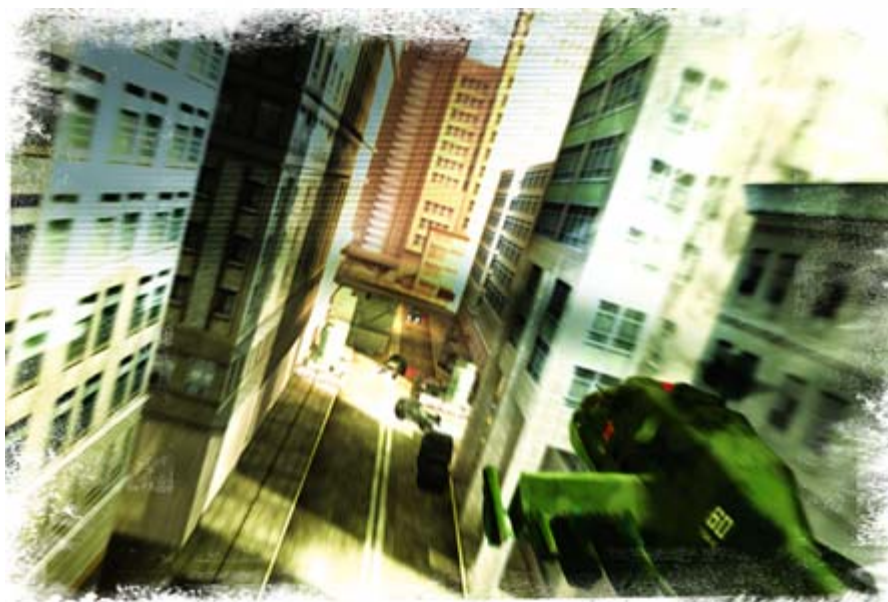
Continue into the garage to find two more resistance soldiers and a wounded civilian. Heal him for some charisma points.



Exit and head west toward the street. There is a large container to your right. Head up the stairs to the top, neutralize the soldier there, and take control of the mounted machine gun.



Exit the garage with your team and then enter the doorway. You tangle with one or two soldiers as you make your way through the small building.





Once your teams have secured the positions, climb down from the container and rejoin them. You should now be at the northeast intersection of the map. Order your team to follow you as you head south down the right side of the street. More Freedom Fighters and some supplies are waiting down an alley to the right.



Engage all enemy soldiers as you advance. Lead your team to a little grassy area on the street's left or east side. Order them to defend this area.



Snipe at the soldier below you in the guard tower, at the soldier manning the machine gun across the street, and at any other targets you see.



Swap back to an assault rifle, climb back down to ground level, and follow your team. When you get to the building, head around the corner to the right to find more med kits.



Meanwhile, climb up the rubble to the second floor of the adjacent building. At the top await a couple snipers. Waste them and switch to a sniper rifle.



When it looks clear, order your team to advance to a position across the street, south of you and right up against the building.



Staying next to the building, head east and then south into a small building with an open doorway.



Order your team to scout ahead of you down the stairs. They will take care of any Soviets along the way.



At the bottom, exit and follow the train tracks north. Stay off the tracks on the right since a train is coming shortly and will kill you if it hits you. Engage any enemies you encounter as you advance north.



As you near the bridge, Soviets above and to your right, including one behind a mounted machine gun, start shooting down at you. Run for the bridge; once you are under it, they can no longer hit you.



Plant a C4 charge near the damaged support pillar of the bridge and then lead your team north.



Continue to the freight car, which holds some med kits.



Cross the tracks and climb up the crates, onto the shed, and then all the way up to the alleyway above.



To the right are more Freedom Fighters. However, right now you must open the manhole and descend into the sewers. Come back later to take the fire station after you have more charisma so you can add another recruit to your team.



Now that you have achieved all secondary objectives, go back and start raising flags. Select the hotel subzone and then walk out into the parking lot to recruit a team.



Use the same tactics as before to get to the diner. While you were gone, the Soviets replaced their guards at the defensive positions. Just get to the building with the snipers and shoot your way clear. This time you can forget about the soldiers in the guard towers. You will not be coming this way again.



Continue through the diner and back to the detention area. When you reach the alleyway, head north.



Snipe at the soldiers south of you, concentrating first on those manning the machine guns.



The hotel is across the street. Order your team to advance into the lobby.



When you get to an open window on your left, aim through it and order one of your team to defend inside this building. This will cover your rear.



When it looks clear, get your assault rifle and head down the stairs. Continue south and then through the open window. Move through this building and out onto the street.



Follow your team and help them clear the lobby of all Soviet soldiers.



Continue north, into another building and up the stairs. At the top you enter an office. Take out the sniper by the window and pick up his sniper rifle.





When it is clear, head upstairs, turn left, and move along the walkway. Order your team to advance along the opposite walkway so they will take out the enemy on that side.



Continue around to the front of the hotel and step outside to find the flagpole. Raise your flag to complete this subzone.



Now return to the harbor. Recruit as many Freedom Fighters to your team as you can and head east. Your first goal is the tall container directly ahead of you. Ignore the enemy farther east.



Climb up the stairs and take control of the machine gun. Fire at the enemy to the south.



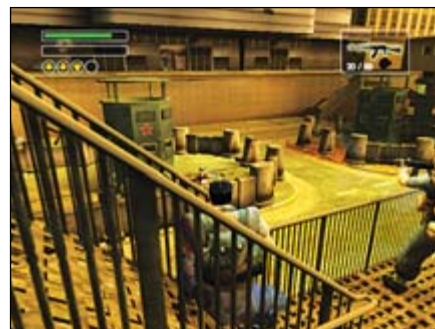
Order a couple of fighters from your team to defend near the mounted machine gun below. They will help you engage the enemy positions down the street.



Head down the stairs and continue to where your team is defending. Leave two of your team here while the rest of you head through the doorway to the east.



Make your way up the stairway to the building's upper floor. A room across the hall holds an injured civilian. Heal him for charisma points and pick up some Molotovs.



Now make your way south through the hallways, taking out enemies as you go. You come to an open window facing south. Throw some Molotovs at the enemy below, then exit through a window and take the fire escape to ground level. Don't stop to return fire. You are too exposed on the fire escape, so just get down as quickly as possible.



Take control of the first position, then recall the two fighters you left at the machine gun. With your team back together, take the second position. Again, order a couple of soldiers to defend by the machine gun facing west.



While they cover the street, head east a bit and then up the stairs to the south. At the top and to the east, look for an opening in the building. Inside are more Freedom Fighters.



At the end, you must jump down to the street level. Usually some enemies hole up in this alley, so take them out and pick up supplies.



With this position clear, head out through the gate and then go southwest.



Exit and follow the walkway to the west. This allows you to advance with some cover from the Soviets out on the street.



While you provide cover fire, order your team to assault the defensive position at the end of the street. If you can keep the Soviet's head down, your team can get around the barriers and fight up close. Follow them as soon as they reach the position and be ready to throw a grenade or Molotov if necessary.



As you approach a southern alleyway, you run into more soldiers. Take them out and head down the alley, where you find more Freedom Fighters, supplies, and a manhole. Quicksave here, but do not enter the sewers. You still have work to do.



Locate a nearby shack and climb onto it via a crate. Continue up some ductwork to an open window. Climb through into a warehouse.



Crouch down and wait for your team to catch up. Begin engaging the enemies below and on the warehouse's other side. After you take out a few, jump onto the crossbeam and run across to the building's opposite side.



Once your entire team is across, head through the small nearby doorway and down the stairs.



Continue west to an area with soldiers overlooking your objective building to the north. One of the enemies here is a sniper. Down him, then pick up the sniper rifle.



Your first target is the sniper on the rooftop of the building with the flagpole. After that, engage any other enemies you see until you run out of sniper ammo. Then switch back to your assault rifle. Aim at the truck parked in the building to the north and fire until it explodes. This takes out most of the enemies in that building, making it easier for you later on.



Now continue west into another warehouse. Use grenades and Molotovs to help clear the area below.



Run out onto the walkway. However, instead of crossing to the ramp on your left, turn right and drop onto some crates and then to the ground.





Help clear out the warehouse, then lead your team through the small doorway to the north.



Exit the warehouse and head east toward the objective building. Some foes lurk to your south.



Engage them, then move up the ramp and into the building.



Head upstairs, sending your team ahead of you to clear the way.



At the top, make sure the roof is clear, then raise the Stars and Stripes to complete the subzone. Only one more to go.



Now return to the fire station subzone. There are plenty of fighters near the manhole, so recruit your maximum and follow the alleys around north, east, and then south.



When you get to the area where the alley turns east again toward the street, order your troops to scout ahead and clear out the area.



When your side of the street is clear, order your team to move across the street and follow close behind them.



Since the enemy has some defensive positions south of you, order your team to move south along the side of the building so they can use the pillars for cover. Again, follow them all the way to the end. If you turn left and head down a small passageway, you will find some med kits.



Send your team ahead of you into the fire station's main garage area. At the opposite end some stairs lead to the second floor.



Again, send your team ahead of you to help clear off the roof area.



From the cover of the building, you and your team can clear out the defensive positions.



Clear out the second floor and ascend another flight of stairs to the third floor. Sweep it and continue up more stairs to the roof.



When it is clear, head over to the flagpole and complete your mission.



Now head south around the large containers and run for the open garage door. Move quickly because mounted machine guns on the roof fire down on you.



Breaking Free

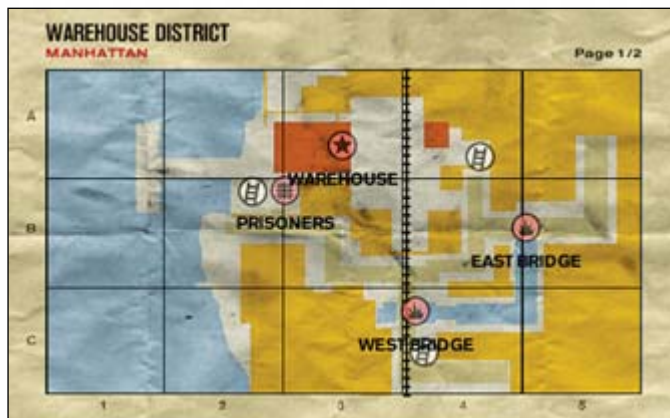
Mission Briefing

Once again your mission comprises three subzones. Since you already have C4 explosives from the resistance base, you do not have to seek them out during the mission. As before, you must blow up bridges, destroy a helipad, and raise flags. A good strategy is to blow up the east bridge, destroy the helipad, complete the entire power plant subzone, go back and complete the warehouse district subzone, and finish off with the movie theater subzone.

For this mission, you lead more fighters than before and your team continues to grow as you gain charisma points. Leadership now plays a bigger role in your strategy and tactics. Use the Attack and Defend commands regularly instead of just having your team follow you around like bodyguards.



Warehouse District

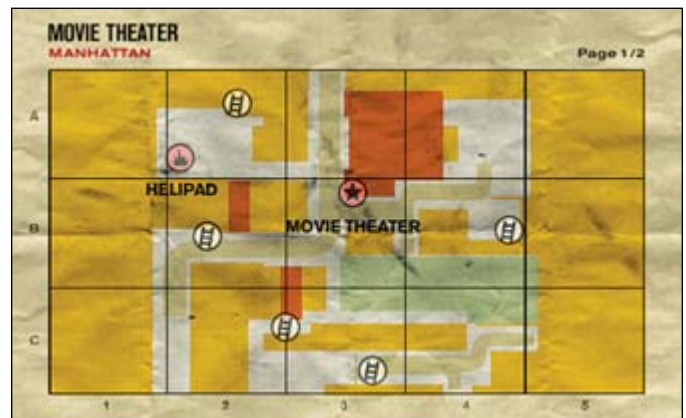


Bring down the bridges—we need to choke off the reinforcements and equipment being transported from the warehouses out to the surrounding areas. Some elite Soviet forces have their HQ here, so it's heavily guarded. Hoist our flag over it. It'll be a tremendous boost to our fighters' morale.

Objectives

- Raise flag on warehouse
- Destroy east bridge
- Destroy west bridge
- Free prisoners

Movie Theater

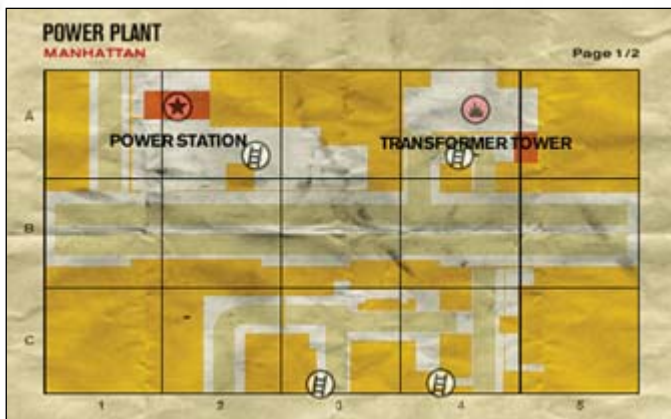


Secure the movie theater. Soviets temporarily house prisoners here before sending them to Alaskan labor camps. Eliminate the chopper service pad to bring down the number of units protecting the power station.

Objectives

- Raise flag on movie theater
- Destroy helipad

Power Plant



Take out the power station on the Manhattan side of the water. Power lines run parallel with the bridge and into the adjoining areas, supplying power to most of downtown. Destroying the power lines kills the floodlights in the docking area, making it easier to infiltrate.

★ Objectives

- Raise flag on power station
- Destroy transformer tower

Completing the Mission



From the map screen, select warehouse district as your first subzone. You enter the area through a manhole by the west bridge.



Do not blow up the west bridge! You must cross it later. Instead, take a right at the bridge and follow a pathway along the river. An old woman asks you to save her son, who has been captured by the Soviets.



Follow the walkway to the end, then climb up and take another walkway north to the east bridge.



The Kid tells you to blow the bridge to keep the Soviets from sending reinforcements to other areas.



If you recruited some fighters to your team, order them to defend near The Kid, then run out and plant the C4 on the bridge.



When the bridge blows, you receive charisma points and prevent the Soviets from sending reinforcements to the power plant subzone. Backtrack to the manhole where you entered the subzone. Do not blow the west bridge yet! Do it when you come back.



Enter the sewers and head to the movie theater subzone. Recruit a couple of fighters to your team and travel east down the street.



Some Soviet soldiers patrol down at the end of the street. Engage them and be ready for more to arrive around the corner from the north. Just hug the wall and drop the enemies as they come into your sights.



Once you have cleared the area, head north to some small stairs and climb up them. Then go west.



Crouch down and stay between the fence and the building. Watch for the searchlight at the Soviet position north of you and rush across openings in the fence while the light beam is shining elsewhere.



Continue west until you meet up with some more Freedom Fighters. Fill out your team with these new recruits.



To the north of you a doorway leads into a building. Take this route to avoid passing by Soviet defensive positions.



Several enemies lurk inside the building. Follow the path around, shooting all Soviets you encounter.



As you exit the building, aim for a door directly across the street to the north of you. Run across the street with your team in tow. If you waltz across the street, a Soviet sniper on the rooftop will shoot at you.



Once inside the second building, ascend the stairs to a room that contains more fighters and some equipment. Switch to a sniper rifle, pick up the second one for its ammo, and get any other supplies or recruits you need.



Take out your pistol and head up the rest of the flights of stairs. At the top and to the right is the Soviet sniper. Drop him and order your team to advance across the roof and take out a second enemy covering the other side.



Target barrels that explode when you shoot them. Just wait for an enemy to get near and fire away. Also throw Molotovs and frag grenades down to clean up the area.



It detonates on its own after a few seconds, providing you with charisma points and preventing the Soviets from using gunships and helicopters later.



Order your team to defend near the middle of the roof while you crouch and move north. From here snipe the enemies below.



Now head down the fire escape to ground level. Order your team to follow and defend near the base of the ramp. Place a C4 charge on the helipad.



Continue north and traverse a walkway that leads into a garage. Order your team to follow.



Near some more resistance fighters, you find a manhole. Open it and enter the sewers.



The power plant zone is your next stop. Directly ahead, several fighters engage the enemy. Recruit them.



After you cross the street, climb up on the truck and onto the building.



Order your team to advance ahead of you down the walkway and take out a few enemies as they go.



At a stairway leading down to the street, order your team to defend. You don't want them running out into the street yet. The Soviets have a defensive position to the left up the street with a mounted machine gun that will mow down your troops. From this elevated position, throw Molotovs and frag grenades across the street to clear out the enemies you can see.



Once it is fairly clear, order your team to scout ahead of you, giving them a destination point in the open area across the street. Follow them across the street. Crouch so machine-gun fire from up the street doesn't hit you.



Heal a couple of injured Soviets; they will join your team if you have room. Continue past them and into a small alley. If you want, quicksave at the manhole. Lead your team to the end of the alley; scramble up the crates to the street above.



Turn left and battle your way north. Order your team to attack as you go.



Once the area around the defensive position is secured, pick up some med kits and send your team ahead into the underpass to clear it out.





Meanwhile, make for the ambulance parked off to the right. Get rid of the single enemy guarding it and stash away some more med kits.



Continue north until you meet up with The Kid. He sure gets around. Listen to his advice.



Venture into the underpass and assist your team in defeating the Soviets there.



The main entrance to the transformer tower is heavily guarded. Sneak in through the side by entering the building to your right.



Clamber over the rubble to the second floor and drop the Soviet sniper.



Snag his sniper rifle and take up a position looking northwest through a western window. Pick off as many Soviets as you can.



Switch back to your assault rifle and lead your team out a northern window. Advance west, taking out your foes as they come into your sights.



Once the defensive position is secure, order your team to defend there and then return to the transformer tower.





Once the tower is down, you receive charisma points and make your job in the warehouse district much easier.



Exit the area through the gate in the chain-link fence. Quicksave at the manhole to your left, but don't enter the sewer. You are going to finish this subzone right here and now.



Continue south down the street and take a right after the divider in the middle of the road. Continue to the first crater in the road and order your team to defend there. Use ranged fire as well as Molotovs and grenades to attack the enemies who come after you.



When it clears, advance with your team to the next crater and defend again. Once it quiets down, continue on.



Past the burned-out bus, be ready for trouble. One of the Soviets in the next crate is armed with an RPG. He can really cause trouble for your team—especially on the harder difficulty levels. Nail him with a grenade of your own, or send one or two of your team to do the job.



Once he is down, pick up the RPG. Switch to your pistol for now, though. Bring your entire team together and send them along the road divider to a gap in the fencing. Soviet soldiers climb over it to get to you. Eliminate them and scramble over with your team once it is clear.



On the other side, pull up the RPG and fire it at the top of the container in the distance with a mounted machine gun on it. That will reduce your danger as you advance.



Send your team into the Soviet area to clear it out. Switch back to your pistol and help. The main entrance to the power station is blocked off, so head east to a small doorway.



Now head to the other side of the passageway, which opens into a large room filled with generators. Order your team to defend just past the opening near some crates.



Lead your team through the large room to the other side. Be sure to pick up another primary weapon, such as an assault rifle, on your way.



Send your team through the doorway first to clear out the passageway. Then enter and go left to pick up more ammo for the RPG.



At the far end of the room and up a bit is an opening where Soviets are manning a mounted machine gun. Use the RPG to take it out. After the first shot, wait a bit and fire again to make sure there are no survivors.



Go through a doorway and then up several flights of stairs. Send your team ahead to deal with any enemies.



When you get to the roof, walk over to the flagpole and raise the red, white, and blue. The power station subzone is now complete.

Tip

After completing the power station subzone, make sure you have at least two C4 charges with you. If not, head back to the resistance base to reload your supply.



Backtrack to the warehouse district. Recruit the fighters standing near the manhole and order them to move across the west bridge.



While they engage the Soviets on the other side, plant a C4 charge and then follow them. When the bridge drops into the river, you receive more charisma points.



Lead your team northwest toward the docks where the prisoners are being held. You run into a few soldiers along the way and then several near the entrance to the detention area.



Order your team to defend near the prison door. Don't try to open it yet; it is electrified. Look behind some containers to find a generator. A C4 charge does the trick.



Now open the gate to release the prisoners. Enter and walk up to them so they will follow you.



Lead them to the manhole by the generator. Open it; when they enter the sewers, you get more charisma points. If they are enough to increase your charisma, find another recruit.



Head north and then west out onto the dock. Eliminate a Soviet guarding the area. Then heal a wounded Soviet and he will join your team.



Get your team back together and move out toward the west bridge. Ascend the stairs to a platform off the side of the elevated railroad tracks. Waste any enemies on the platform.



Order your team to engage the soldiers across the tracks. This may be tough until after the train passes by.



Be careful when moving along the railroad tracks. Trains pass by frequently, and if one hits you, you die.



Advance north along the tracks. Knock off some Soviets along the way. To the west and below you is the entrance to the warehouse. Lob some grenades or Molotovs down on the defenders below. The more you kill now, the fewer you have to face later.



Off to the east side of the tracks, some wooden planks lead into a building through an open window. Take your team inside.



Advance around the corner and take down a sniper near a window. Confiscate his weapon.



Use the sniper rifle to pick off as many troops below as ammo will allow.



Switch back to your assault rifle and head your team downstairs to the ground floor. You run into more enemies on your way down. Exit the building and advance toward the warehouse. By this time, there should not be too many enemies left. But be ready for more coming out of the warehouse.



Get your teammates together and order them to enter the warehouse and take on the enemy.



Fight your way toward the ramp to the second floor. Use grenades and Molotovs to get at Soviets hiding behind crates and other cover.



Send your team to deal with the Soviets on the warehouse roof.



Now finish the movie theater subzone. You begin where you left, in the garage near the destroyed helipad.



At the top of the ramp, cross over to the opposite side of the building, where there is a staircase. Order your team to follow you.



Finally, get to the flagpole and raise your colors to complete the subzone.



Recruit the fighters to your team and order one or two of them to defend near the door leading to the helipad. Soviets from that area often come after you.



Take the stairs all the way to the roof.





Lead the rest of your team out of the garage and to the street. Take out the Soviets to your left and then concentrate your fire to the right.



Cross the street. Since the front of the theater is boarded up, you must get to the back door. Advance down the street, taking on enemies as you go. Recall all your team to follow you.



Around the corner to the left is a Soviet defensive position with a machine gun. Use a frag grenade or Molotov to blast the soldier behind the gun, then lead the rush through the position.



Off to your right, spot a hole in the wall of a building. Head for it and enter the building.



You face an enemy or two as you advance through the halls.



When you exit the building you find a group of Freedom Fighters already attacking the enemy. Order your team to defend behind the barricades.



Meanwhile, go upstairs to the top of the tall container and man the machine gun. Pump out lead and hose down the Soviets in the defensive positions.



Grenades and Molotovs are great for taking out enemies behind cover—especially when they're grouped together.



Order your team to assault the enemy and then climb down and join them in mopping up. Pick up any supplies you can find.



Now it is time to enter the movie theater. Go in through this door.



Send your team in ahead of you to clear out the theater room. Some Soviets try to hide behind the seats.



Once the theater is clear, enter the next room and eliminate all enemies. Pick up any med kits and other supplies you might need.



At the far end of the room go through a small doorway. Climb the stairs to the top. Follow the red carpeted hallway around.



You end up in the projection room. It is usually empty, but be careful in case some enemies are hiding out there.



In the corner to the right as you enter the projection room is a staircase. Climb the stairs to access the roof.



Several Soviets patrol the rooftop. Using your team, take them out.



When you get to the flagpole, raise Old Glory to complete the mission.



Desperate Revenge

Mission Briefing

This mission is different from any other in the game. You operate solo, working as stealthily as possible. It is not an easy mission. However, if you are detected, not all is lost. You can fight your way through if necessary. It's simply easier if you remain undetected.



Chris's brother Troy was captured by the Soviets and then executed under orders from Tatarin. It is time for revenge.

Naval Base



You must assassinate Tatarin. Without his leadership, the Soviet armed forces will crumble. This is no easy task and demands stealth if you are to succeed. Bide your time and find a good sniping position—it is the key to your success.

Objectives

- Kill Tatarin

Completing the Mission



The mission begins near a canoe on a small dock. The boat is your only way off of Governor's Island. The manholes around won't take you back to the resistance base. They are only for quicksaving. Once you complete your objective, you must return here to finish the mission.

Tip

Chris makes noise as he moves. The faster he moves, the louder the noise and the farther away enemies can hear him. For the majority of this mission, stay crouched and move slowly when near Soviets.



Crouch and go up the stairs. Take a quick look right, then climb up onto the walkway and head left.



Pass by a couple of crates and then stop behind one. You must eliminate a Soviet soldier before continuing.



Your target is the soldier on top of the container near the spotlight. If you do not get rid of him, he will spot you as you advance farther into the island.



Now head into the building on your right.



Continue around to the back of the building and take the stairs to the top level.



Sneak up behind the sniper by the fan and hit him a couple of times with the pipe wrench. Pick up his sniper rifle for the ammo. Train your binoculars down at the containers below and the Soviets patrolling around them.

Tip

During this mission, keep your pistol out. If you are detected, quickly eliminate the soldier and keep moving. If you have to shoot it out with several enemies, swap your sniper rifle for an assault rifle from a dead soldier and clear the area. Then return for your sniper rifle and continue on.



Return down the stairs, exit the building, and continue to the right of the containers.





Hop up onto the short wall and walk along it. Hide behind the containers and change your view so you can see where the soldiers are walking. Wait until they walk past, then move quietly across to the next container.



After you get past the tall container where the soldier you shot was positioned, head south. Watch out for a large patrol and another patrol of two soldiers.



When you get to the wall, scramble up on the crates and quickly drop to the other side. Take a breath now. The first phase of the infiltration is complete.



Continue west to the next alley that leads north. Two more soldiers on the left have their backs to you, and to the west a few are walking around. Keep moving quietly to the alleyway to avoid them.



As you advance, enter a doorway to the north. Follow this passageway to the end. Eliminate a couple of enemies along the way.



Open the nearby manhole and quicksave. Stay quiet and don't alert the three soldiers nearby. Luckily, they are looking away from you; move slowly and quietly so they do not detect you.



Move around the corner so you cannot be seen from the alley and are up against the building.



Snipe the soldier on the ground near the next manhole.



Pick off the sniper in the tower.



Your next target is the sniper up on the container.



Wait until the soldiers to the west of you look away, then head down the stairs to a position where you can see the tower on the left.



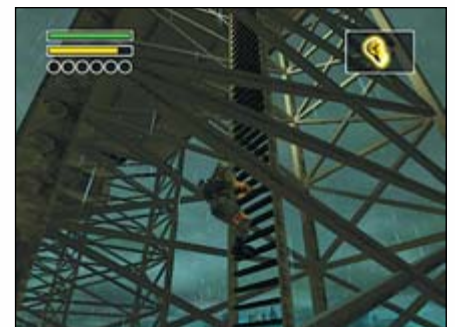
The second tower holds two snipers. One is easy to see while the other usually exposes only his head. Eliminate both of them, then stop by the manhole for a quicksave.



Move north to the edge of the dock and use the sniper rifle to shoot out two lights that illuminate the dock area to the east.



With the area now darker, advance east along the edge of the dock.



When you get to the second jetty, turn left and head for the tower on the right. Climb up the ladder to the tower.



At the top, take out your pistol and shoot both lights.



Aim for Tatarin's head and try to take him out with a single shot. If he does not go down, fire again until you receive charisma points for completing the objective.



A gunship patrols around looking for you. Hopefully you were quick enough getting into the water so you have a head start. If it sees you, it will start strafing.



Stand up. Heal yourself with the med kit if needed and take both sniper rifles for their ammo. Position yourself so you have a good view of the balcony of the building where Tatarin is staying.



The next part of the mission requires speed. You hesitate, you die. Move to the ladder and quickly descend. Near the bottom, press the Fire button to drop the rest of the way. Quickly select a med kit from the inventory and use it to restore the health you lost in the fall.



Keep swimming until you get to the boat; press the Jump button to climb in. Once you're aboard, the mission ends.



Jump off the edge of the dock and start swimming as fast as you can for the boat aboard which you entered the mission.



This mission is quite difficult with the escape being very tricky. It may take you a few times to get it right. Do not try to hide from the gunship. It will not go away, so your only chance of escape is speed.

Enemy Within

Mission Briefing

This mission is a bit different. Your only objective is to survive and get through the sewers.

After your mission to assassinate Tatarin, you discover that Mr. Jones has betrayed the resistance. The other members of your cell are nowhere to be found, and Mr. Jones has left soldiers to eliminate you—the Freedom Phantom.



Mr. Jones turns out to be a Soviet mole.



Completing the Mission



As with most missions, you begin in the sewers at the resistance base. However, this time Soviets across the water greet you with a barrage of gunfire.



After you take out all the enemies, walk around the base area to find an assault rifle and some grenades. Pick them up. You no longer need the sniper rifle.



Pick up any supplies you find, including ammo for your weapons.



With the sniper rifle from the previous mission, target your foes as they peek out from behind crates. Remember to shoot for the head.



You must cross the water to where the Soviets were positioned. Jump across on the rubble in the water. If you fall in, just climb back up and keep going.



Now enter the sewer tunnel. Before you go around each corner or turn, rotate your view so you can see what awaits you. After a couple of turns, you see some Soviets ahead.



Throw a grenade so it bounces off the side of the tunnel and then toward the enemy. However, be careful that it doesn't bounce back at you. After the grenade detonates, move out and finish off any survivors with your assault rifle.



Advance down the walkway toward a ladder. Be careful; a soldier up at the top fires down on you. Drop him and clear out the entire walkway.



Two tunnels lead to a room. Throw a frag grenade through one tunnel into the room. Rush in after it detonates to finish up the job.



The tunnel eventually takes you to a large open area divided by water. Enemies await on both sides. The Soviets across the water won't bother you much, so take cover behind crates that protect you from the opponents on your side of the water.



Now you can ascend to the upper level.



Supplies inside the room include two RPGs. Pick them up and head out.

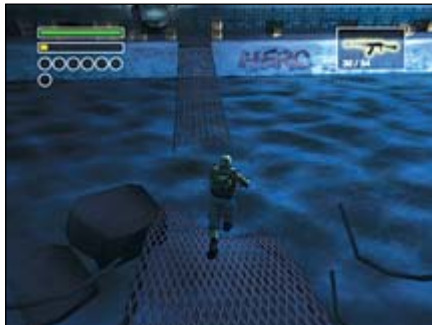


In addition to shooting, throw Molotovs and frag grenades.





Crouch down and move out onto the platform overlooking the water. Blast the Soviets on the other side of the water with the RPGs. Aim for groups of enemies rather than just individuals.



Now climb down the ladder and cross to the other side. Walk down the damaged walkway to the left side; swim across the gap, then continue to the other side. Be sure to pick up weapons and equipment.



You enter another tunnel and come to an intersection. Going left eventually takes you to a dead end, though you can find a med kit or two. Unless you really need those kits (there are others later), take the pathway to the right.



Follow the tunnel through the underground. Take out any Soviets you find.



The tunnel occasionally opens up into small rooms. Throw frag grenades into these rooms, then rush in with your assault rifle. Your rewards are grenades and med kits.



As before, advance through more tunnels, watching for enemies around each corner.



The tunnel eventually opens up into a large area again. Move out onto the platform and throw frag grenades at the enemies in the area below you.



After they are down, hop down onto the pipe and check the downed enemies for ammo.



Off to the left find another tunnel. This one is a bit tougher to see. Take out the Soviets inside and follow it along. When you come to some crates in the middle of the tunnel, take cover behind them.



Use your binoculars to see what lies ahead. At the end of the tunnel, a short flight of stairs leads into a room containing several Soviets.



While it would be nice to use a frag grenade here, the angle and low ceiling work against you and might even get you killed by your own grenade. Advance slowly to the steps. You can risk a grenade now or just rush in with guns blazing.



Head through the next tunnel, which leads from this room, and follow it to one last large open area. Several Soviets aim to prevent you from passing.



Use aimed fire to engage them. When you need to reload, duck behind the corner of the tunnel for cover. You can also hide behind the crates by the entrance to your tunnel. Don't forget to throw grenades.



As you clear the area a bit, advance straight ahead from the tunnel. An area off to your left is a dead end filled with enemies.



Advance all the way to the end of the open area, taking out enemies as you go.



When the area opens up a bit to the right near the end, be prepared for an enemy lying in ambush on the right.



Go up the short flight of stairs and turn left. Follow the passageway around as far as you can.



You eventually run into Phil and The Kid. They take you to the new resistance base, where you can plan your next move.

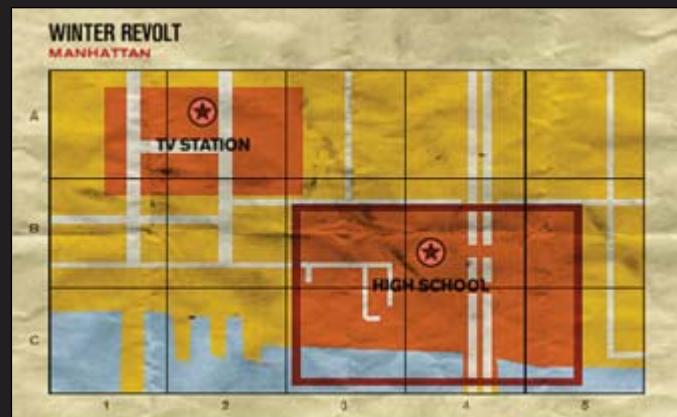
Winter Revolt

Mission Briefing

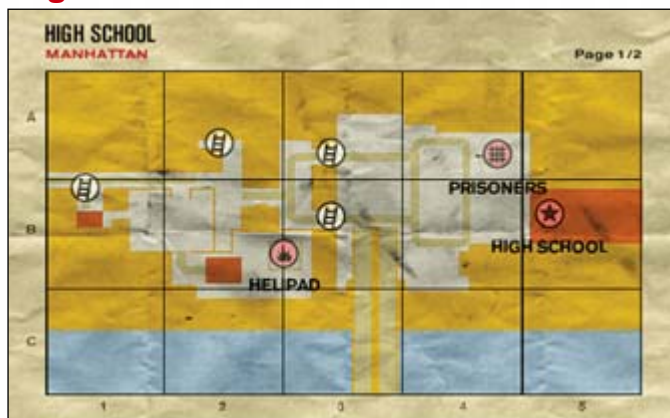
This is a more familiar mission. You have the standard objectives of raising flags and blowing things up. This time, complete the high school subzone in its entirety before moving on to the TV studio. You have been earning charisma, thus gaining a good-sized team. Use your recruits to scout ahead and attack. If you lead from the front on some of these missions, you will get hurt.



You have a new base. Go over to the computer to get your objectives for the mission.



High School



The Kid has found out the location of a Soviet elite training facility—it's in the high school. Take it back and cancel their classes! From what has been heard, the Soviets keep political prisoners there for interrogation, too.

Objectives

- Raise flag on high school roof
- Destroy the helipad
- Free the prisoners near the high school

TV Station



It's time to stop the Soviet propaganda. We're going to take over the SAFN studios. Once we control the airwaves, we can get the truth out to the people. Pack plenty of med kits for treating the numerous wounded civilians around this area.

Objectives

- Raise flag on TV station roof



Clear out the high school subzone first. This time there will be no skipping back and forth between subzones.



Climb up the ductwork to get to the upper level and enter the building.



Lead your team out through a doorway and head east to an open courtyard area. The Soviets have set up a defensive position to protect access to the helipad.



While the most obvious route is straight ahead to the north, turn and face south so you can see an open window in the building behind you.



Advance through the building to a staircase and follow it down to a room where you can recruit some fighters to your team.



Order your team to assault the enemy while you provide support by throwing frag grenades and Molotovs.



Rally around the defensive position and order your team to defend until the area is secure. Some Soviet soldiers lurk on the rooftop to your rear. Use aimed fire to take them out.



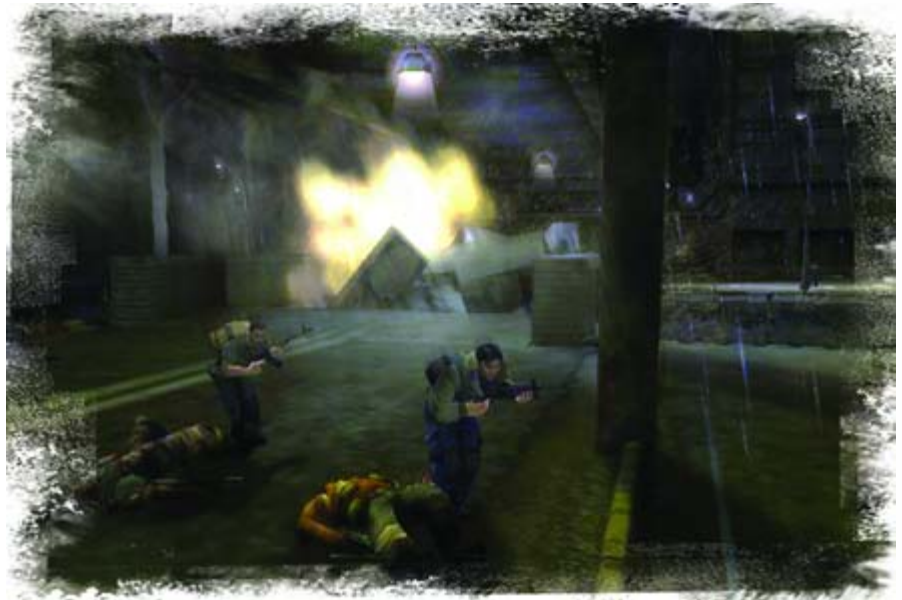
Now head south and plow through more enemies on your way to another building.



Find a door on the southern side. Order your team to scout out the building and they will enter and clear it.



If you need med kits, order your team to defend by the eastern door while you head upstairs to resupply. From the upstairs window you could also take some potshots at the troops below or direct your team in an attack on the Soviets defending the helipad.



On the other hand, you can lead the charge from the ground level. Watch for Soviets hiding behind crates to the north.



Make sure you order your team away from the helipad before the charge detonates. When this objective is completed, you receive charisma points and have made the TV station subzone much easier to complete.



Once the area is secure, climb onto the helipad and place a C4 charge.



Before leaving, pick up the RPG by one of the crates northwest of the helipad. You have to give up your assault rifle or other primary weapon, but it is worth it for now.



Now lead your team through the building and north through the courtyard area to the street.



As you exit the courtyard, look for some crates to the left of some flames. You want to get there, but first order your team to engage the Soviets along the streets to the east.



Exit and return to the street. Advance east a bit more, then turn down an alley leading north and then west.

Tip

While carrying the RPG, you are limited to fighting with your pistol. If necessary, pick up an assault rifle or submachine gun during a fight and defend yourself. Remember where you left the RPG so you can pick it up later.



While they fight, clamber up the crates and through a window into a small room; supplies there include an RPG round.



You find more fighters to join your team as well as some supplies. A manhole is available for quicksaving.



With your reinforced team in tow, head back to the main street and continue east. You may want to pick up an assault rifle as you clear out the area, though it might be more helpful to throw Molotovs and frag grenades.



Keep pushing east, taking cover where you can find it. One of the soldiers near the wall at the eastern end of the street wields an RPG, so make taking him out a priority.



When the area is secure, pick up the RPG from the dead Soviet to add his ammo to your own. Now order your team to defend while you go on a little recon. Where you are located, the street splits up. Follow it north and then east again to an opening that looks out on a park and the high school. Quicksave at the nearby manhole if you want.



Use your binoculars to see what you are up against. Right in front of the high school is a Soviet defensive position complete with a machine gun and lots of soldiers. To the north of it is the detention center where prisoners are being held.



Order your team to rejoin you with the Follow command. You should have at least three rounds for the RPG. Start off by firing at the Soviet machine gun and then ordering your team to attack that position.



Don't forget to order some of your team to defend by the machine gun so one of them will man the gun. When it quiets down, order all of your team to defend the area, then order a couple to follow you to the detention area.



Follow them and use the RPG against groups of enemies. When it is out of ammo, drop it and pick up an assault rifle to help your team secure the defensive position.



The prison fence is electrified, so locate the generator to the north behind some barricades. Plant a C4 charge to shut off the power.



Open the gate and enter to release the prisoners. They will now follow you around.



Now that the prisoners are safe, head back out to the park and advance southeast to enter the school through a side door. Order the rest of your team to rejoin you.



Lead the prisoners and your bodyguard of team members back to the manhole near where you scouted out your assault. As they enter the sewers, you receive charisma points—usually enough to add another member to your team.



When your entire team gets to the door, order them to enter and clear it out. Follow and help them sweep the long room.



Continue out the door at the end of the room and follow a hallway around to the main entrance to the high school. After you order your team to attack, they move into the area and engage all the enemies they can find.



Head up the first flight of stairs. However, instead of continuing up the next flight directly ahead, which leads to the gym, turn and take another flight up to the walkway surrounding the main entrance.



Here you find some ammo and med kits.





Now head back to the gym. You start off on a walkway that leads around the gym's perimeter. Order some of your team to advance to different points along the walkway so you can surround the enemy below and catch them in crossfires. Lobbing some Molotovs or frag grenades is also a good idea.



As the fighting slows down, make your way around the walkway and to the gym floor.



The gym holds lots of supplies. Heal the wounded Soviets in a corner and they will join your team.



Locate the door on the ground floor and send your team ahead of you.



Continue to a long room with lots of enemies. Order your team to attack, and add your firepower to their own to clear the room.



Near the end of the room, a door off to the side opens into a classroom. Take out any Soviets inside.



Climb out of the room through an open window and follow the walkway around to the front of the school.





Raise the American flag to complete this subzone.



Your first task is to find some recruits for your team. Look for some near the fire barrel.



Head back into the building where you found some recruits and advance up the stairs. Order your team to precede you.



Now take control of the TV station and cancel the Soviet propaganda.



Recruit more down the alley to the north and in the building to the east.



At the top they find some enemies, but the opposition is much less than down on the streets.



Don't take your team east into the street. The Soviets have taken cover behind abandoned cars, making this a kill zone for your troops. Find another way around.



Clear out this elevated railroad station and pick up supplies. Trade in your weapon for a sniper rifle.



Now lead your team south along the railroad tracks. To the east you can see a street lined with rubble and defensive positions to protect the TV station.



Order your team to defend away from the eastern edge, then sneak up to it so you can see a large container below with mounted machine guns on top. Throw a Molotov down to clear out this threat, then continue south.



Order your team to follow as you cross over to a building by using a fallen sign. Secure the rooftop and order your team to defend near the southeastern corner. Soviet soldiers climb up some ductwork to get to you.



Along the rooftop's northern side rests another sniper rifle. Pick it up for the ammo.



Crouch down and look below for targets. Take out as many enemies as you can see with head shots. You may even want to head back to the position where you threw the Molotov so you can pick off enemies along the southern side of the street.



After you expend all of your sniper ammo or run out of targets, return to the building rooftop and lead your team down the ductwork to the street below.

Tip

If you want to play as a commander and let your troops do most of the fighting, stay at the position on the railroad tracks where you overlook the street. Order your team to defend from the top of the container with the machine guns. Then advance one fighter at a time down the street, using the binocular view for giving orders. The streets look clear after you sniped most of the enemy, but as you send scouts, more Soviets rush out into the streets. If a scout gets wounded, you can send more as necessary. Order your fighters to positions along the street so they can engage the enemy as they approach. You can always heal the wounded as you advance down the street later.





After reaching ground level, head north. You can see the ambush that awaited you had you not taken the elevated route.



As the fighting quiets down a bit, head for an alley along the southern side of the street.



It is also a good idea to quicksave at the manhole. The next part of this mission can be tough.



Turn east down the main street leading to the TV station. More troops come out to attack you. Take cover in a crater and order your team to defend here.



You can find recruits, including a wounded Soviet, to add to your team if necessary.



With your team, advance down the main street toward the TV station. Take out all enemies you see and secure the defensive position.



Don't let your guard down. As you continue toward the TV station, a Soviet tank and some soldiers approach from the south.



Quickly get your team to an alley on the north side of the street where some stairs lead to the second floor of damaged buildings.



Inside look for some ammo and an RPG. Pick it up. You need it to deal with that tank.



Scramble over some rubble to an upper floor. You find some supplies and a wounded civilian. Heal him to earn some more charisma points.



Look out the open window in this room. Aim the RPG at the tank and fire. It takes a couple of rounds to knock it out.



Hold on to the RPG and head back down. Before you continue to the street, move across some planks to an adjacent building. Search the rubble for wounded civilians. Healing them earns you even more charisma points.



Now lead your team back to the streets and on to the TV station.



Check the top of the container for more RPG rounds.



Make sure you have your entire team with you, then enter the station.



Enter the lobby area with your team and order your fighters to attack. Use the remaining RPG rounds to annihilate enemies as they move to attack you. Most of them come out of a room above the main desk. Since they travel in groups, the RPG is a great way to take out several with a single shot. When you are out of rounds, pick up the light machine gun behind the desk, then order your troops to advance to the highest walkway near the room with the blinking red light.



A Soviet machine gunner mans the main desk across the lobby. Before he can hurt you and your team, fire an RPG round to blow him away.



Follow your troops—they take the quickest route through a maze of walkways and stairs.



Eventually you get to the room. Order your team to enter; usually by now it is empty.



Head to the back of the room and into a hallway.





A room at the end of the hallway is filled with supplies, including lots of shotguns and ammo. The rest of the fighting is indoors, so a shotgun is not a bad choice.



Inside you find supplies and a wounded Soviet; heal him and he'll join your team. Backtrack into the office.



Again use a desk to hop over a wall and get in behind an enemy ambush.



Exit this area and head back to the walkways, leaving through the opposite door and continuing up some stairs.



Hop up onto this desk and over the cubicle wall to land right behind a Soviet soldier. Order your team to follow and you get in behind the ambush.



Lead your team out of the office and into a break room.



The next room you enter is an office with cubicles. Soviets lie in ambush, so don't head through the cubicle kill zone. Instead, turn right and follow the wall to a side room.



Head out through a door on your right and enter a break room. Clear it out and move into the next office.





Around the corner, you run into some opposition. Send your team to attack and then precede you through the hallways.



With your entire team in action, all enemies will be killed during a short firefight. The studio is now yours.



Raise the Stars and Stripes to complete the mission.



You end up in the studio where the propaganda newscasts are filmed. Clear out the room.



Exit the room through a broken window and hop onto the edge by the flagpole.



Using the TV studio, Chris can now broadcast his message and the truth over the airwaves.



With this powerful medium, people will now join the resistance to throw the Soviets out of New York City.

On Thin Ice

Mission Briefing

You made it to the final mission. If you thought the previous missions were tough, this one is even worse. You return to Governor's Island to drive out the Soviets once and for all. At the beginning of the mission, only one subzone is available. The boat landing is how you get onto the island. Once on the island, you can access the other four subzones as soon as you reach a manhole. As with other missions, success requires you to achieve certain objectives before others. Save Fort Jay for last since it is extremely difficult unless you have completed the other subzones. Toward the end, you have up to 12 Freedom Fighters in your team. Think ahead and command your team effectively. Use the skills and tactics you have learned during the previous missions and you will succeed.



The assault on Governor's Island has begun. Fort Jay is the center of Soviet power in New York. Taking control of it will force the Soviets to leave.



Boat Landing

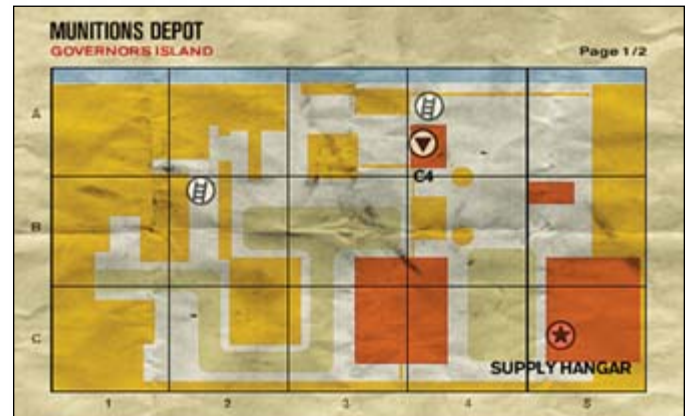


Governor's Island looks like an impenetrable fortress, but it has a weak spot—the ventilation system. You must blow a hole in that giant vent so our boys can roll up inside. That's the only way for them to get onto the island.

★ Objectives

- Raise flag in front of harbor
- Destroy tower
- Destroy ventilation shaft grating

Ammunitions Depot



Here is a chance to get our hands on some major ammo. Find the ammunitions depot so we can supply our fighters for the final attack on the island. We need that ammo—we can't go in shooting blanks.

★ Objectives

- Raise flag at hangar
- Find C4 storage

Artillery



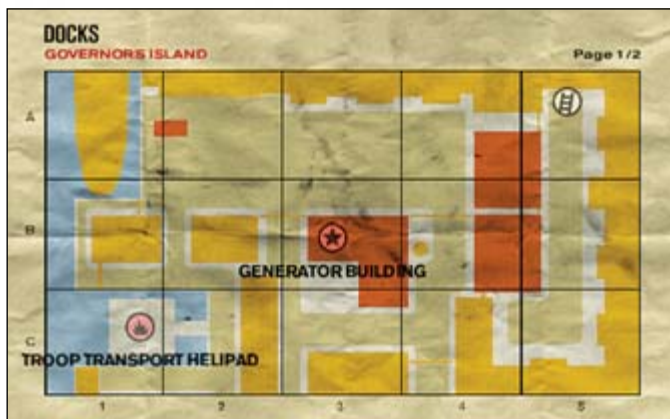
The boys in red have mortar cannons sitting all around here. We are stopped dead until you take those babies out. Once they're snuffed, we're rollin' again.

★ Objectives

- Raise flag at sewer
- Destroy second mortar position
- Destroy mortar position
- Destroy attack chopper helipad



Docks



The Reds deploy troops from the docks. We must stop their flyboys from buzzing around. Blow up the helipad and we're looking at clear skies.

★ Objectives

- Raise flag near generator building
- Destroy troop transport helipad

Fort Jay



They've got Isabella locked away in Fort Jay. Free her first! This is the last Soviet stronghold. Raise all four of our flags and it's game over for the Reds. Let's send 'em packin' back to the Motherland!

★ Objectives

- Raise flag over southeast bunker
- Raise flag over southwest bunker
- Raise flag over northeast bunker
- Free Isabella
- Raise flag over northwest bunker

Completing the Mission



During the cutscene at the beginning of the mission, your boat gets hit and sinks. You are stranded on an ice floe in the middle of the river.



A check of your inventory reveals that you lost most of your equipment. You have no primary weapon, no med kits, and no C4!



Your first priority is to take out the tower. It contains a mounted machine gun that is cutting into your fighters while they are totally exposed out on the ice. Get moving and pick up any items you find along the way.



Check around the wrecked helicopters for supplies. Recruit any available fighters, but concentrate on heading south and then east. Engage Soviet soldiers as you encounter them.



You are looking for a couple of RPGs. Quickly pick them up.



If you fall into the water while jumping from floe to floe, climb back onto the ice as quickly as possible. The water is very cold. Although you could swim in it before, if you stay too long in the water now, you will die.



Take aim at the tower and fire away. When the round hits the tower, it bursts into flame. No more worrying about that machine gun.



With the tower out of action, catch your breath and start looking for recruits and weapons.



Now lead your team toward the towers. Watch for Soviets out on the ice as you approach.



Your goal is to get to the ladder in between the piers leading out to the towers. Climb up the ladder onto the dock area. You take some fire from the fenced off area to the right; however, you need to head east, to the left. Get moving.



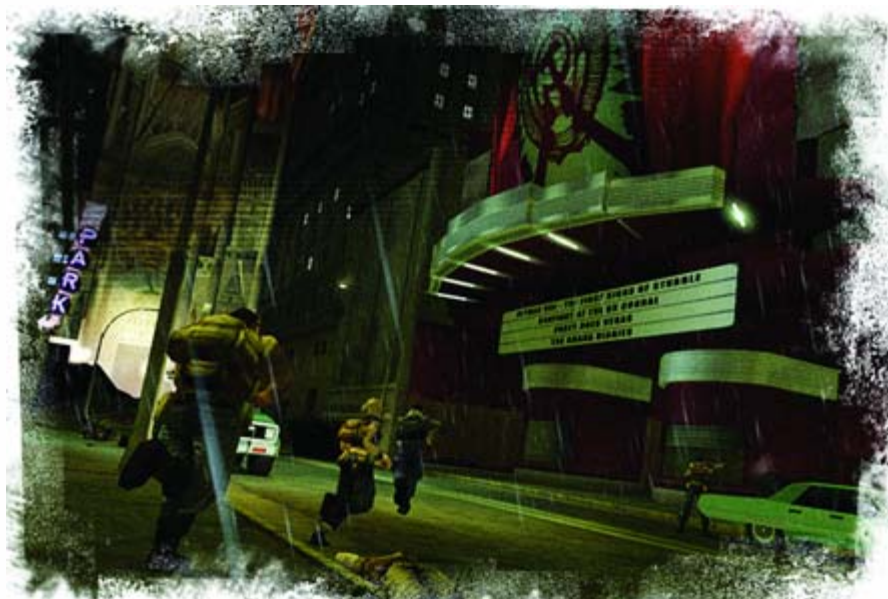
Chances are, several of the fighters are wounded. Heal them with the med kits you find.



As you get closer to the towers, you have to take on a squad of soldiers. Order your team to attack and help clear the way for you.



While your objective is the ventilation shaft grating, you do not have the C4 to blow it. You must acquire some explosives before you can get reinforcements. Make your way to the first manhole. Use the map to guide you to it.



Use the sewers to reach the ammunitions depot subzone. Since you have not yet created a path for Freedom Fighters to get to the island, you are on your own for this task.



From the manhole where you enter the area, head north and then east. You must eliminate all enemies on your own, so be careful to use cover.



Keep advancing east, using all the weapons at your disposal so you can get to your objective.



Enter the building and gather up some much-needed med kits.



Now exit the building and head around to your right.



Near a flaming barrel, take a left into a fenced area; on a building a sign identifies this as the place for explosives.



Grab the three C4 charges here.



Open the manhole on the side of the explosives building and enter the sewer system again.



You now have to get to the ventilation shaft. Select the boat landing subzone, exit the sewers, and head east. Turn right at this little shedlike structure.



Advance through a hallway and up some stairs.



As you continue toward the ventilation shaft, you come across a wounded fighter. Heal him and he will join your team. Even a team of just the two of you doubles your firepower.



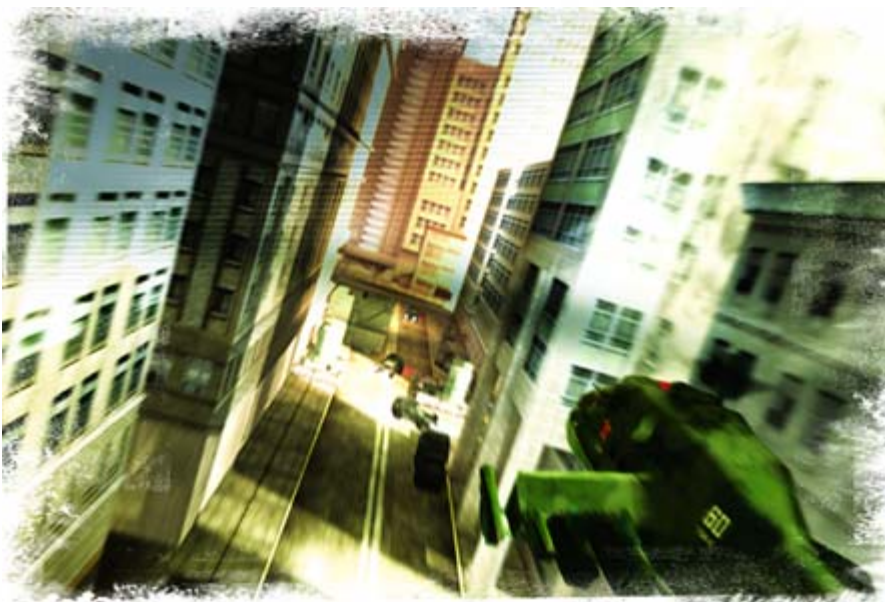
Enter the building; expect opposition. Clear as you go.



After you clear it all out, head for the door leading outside.



Advance all the way to the ventilation building, taking out a few soldiers. Keep moving because more come up from behind. Don't take time to shoot the sniper up at the top of the building. You can get him later.



Once inside, go around to the back and up the stairs.



At the top, drop the sniper across the room and order your teammate to defend at the head of the stairs. He takes on any Soviets trying to get to you.



Lead your team downstairs and out of the building. Continue southwest as you eliminate all enemies in your path.



For the next subzone, you need three C4 charges. Since you only have two, make for the ammunitions depot. Luckily, the manhole is right next to the building. Have your team cover you as you run in, pick up C4 and med kits, and return to the manhole.



Place a C4 charge on the control for the ventilation shaft and back away. When it blows, you receive charisma points.



Your goal is to get to the next manhole. Locate it with the map. Don't try to finish this level until you blow up both of the helipads or you will face both gunships and troop transports near the flagpole. When you reach the manhole, enter the sewers again.



Now you are ready for the artillery subzone. Wait for your team to exit the sewers, then head west along the broad street. You must blast a couple of mortars that fire on the approaches to Fort Jay, making your attack suicidal until they are taken out.



More importantly, fighters come pouring out of the shaft to join your team. Now you have some real firepower.





The two mortar positions are directly ahead of you. Order your team to attack the Soviets around the first mortar.



Once the C4 is set, order your team to follow you. When the first mortar is destroyed, you earn some charisma points.



Continue all the way to the manhole and quicksave the game.



Some enemies hide behind a fence south of you, so order your team to defend while you place the first charge.



Now on to the second mortar position. Repeat the same tactics as before so you can clear the area and be protected while setting the charge.



From the manhole, head south. You pass by the flagpole you must reach. However, the path to it is a long and roundabout one.



Once the second mortar is destroyed, re-form your team around yourself and head east.



Keep pushing south until you take control of a Soviet defensive position. Order your team to defend here while you search for ammo and other supplies.



Now lead your team west. Use the barricades as cover. The Defend order will keep your team behind cover and firing at the enemy. Throw frag grenades and Molotovs to take out enemies in their barricades before ordering your team to assault.



Exit the building and continue west to this small opening in the side of a building. It is easy to miss if you rush down the street. Climb some stairs to enter the main part of the building.



At the end of the hall, take the stairs to the roof where the helipad is located.



About halfway across the map, you see a small building. Clear out the area around it, then enter.



Order your team to attack and help clear out the building. When it is clear, move down the hallway to the left.



With your team, take out all of the Soviets guarding the area.



Inside, heal the wounded civilian and gather med kits. Heal all the civilians you can find to earn charisma points. Once you get enough, you can take 12 fighters with you into the final subzone.



Check the restrooms along the way. One contains another civilian in need of medical care.



Once it is clear, place a C4 charge on the helipad.



With this helipad destroyed, you don't need to worry about gunships anymore.



Head back downstairs and into the building.



Find a small flight of stairs opposite where you first entered the building. Climb them and exit the building.



Progress into the alley and then go up more stairs leading into an adjacent building.



This is a large warehouse. Keep your team on the walkway while the fighters engage the Soviets inside.



While some defend from the walkway, lead half down the stairs and across the warehouse to the other side and up some stairs to the opposite walkway. Once it is clear, order your entire team to follow you out of the building through this door.



Now lead your team east toward the objective building. The Soviets have some defensive positions in your path.



Use aimed fire, grenades, and Molotovs as you assault the positions.



As you secure the outside area, make your way to the doorway and enter the building.



Send your team inside first and some up the stairs to the walkways. You must go upstairs as well.



Exit through an upper-level doorway onto a roof area where the flagpole stands. Raise your flag to complete this subzone.



The last subzone should have used up all of your C4. Head back to the ammunitions depot to restock.



Now it is time to hit the docks subzone. You begin in the northeastern corner of the map. Since there is only one manhole, you must complete this subzone before moving on to the next. As you advance south, take cover in the trenches.



Some barricades block the southern end of the road you follow. Take out the enemies with your team to secure the area.



As you turn and head west, look for some ductwork. Climb up it and into a building.



Order your team to follow as you pick up some supplies. They should clear out the building for you.



Head downstairs and check the back corners of the building for a wounded civilian. Heal him for some charisma points.



Exit the building and continue west.



You must fight your way through barricades, behind which the Soviets hide and wait to attack your team. Toss grenades and Molotovs to negate their cover.



Off to your right go into a small, fenced-off area to pick up supplies.



Keep going west until you reach this gate. Make sure you have your teammates with you, then order them to advance into the helipad area.



Several Soviets defend this site. They are not only in front of you, but also hiding behind crates and barricades to your left. Watch for them as you approach the helipad.



Place a C4 charge next to the troop transport helicopter and then back off. With this helipad destroyed, you don't have to worry about Soviet reinforcements flying in on you.



Now head north through the gate into an area filled with containers.



As you continue north, watch for Soviet soldiers hiding between containers, lying in ambush.



Make your way to a staircase and climb it to reach a little shack.



Take out any Soviets guarding this area and enter the shack to find some med kits.



As you exit, pick up the sniper rifle and some ammo.



The next bit can be tricky. Make sure your health is at full, then jump across to the container across from the shack. Order your team to follow.



Jump from container to container as you advance east. Use the sniper rifle to pick off enemies on rooftops.



At the end of the containers you overlook a well-defended warehouse. Order your team to defend while you use the sniper rifle and throw Molotovs and grenades to clear out the Soviets behind their barricades.



When all is secure, hop to the container on your left and jump down onto a truck, which breaks your fall, preventing injury.



Head into the warehouse for more supplies.



Now lead your team west to a small door for the building with the flagpole on the roof.



Send your team in first to start clearing out the building. Then enter and head for the stairs leading to the second floor.



Locate the doorway and exit to the rooftop. Eliminate any enemies on the roof and then raise the flag to complete this zone.



Now return to the boat-landing subzone.



Lead your team south, then go up some stairs to an elevated area complete with med kits and a mounted machine gun.



Take control of the machine gun and fire at the Soviets as you also give your team orders to advance on the enemy positions. Before leaving, be sure to heal the wounded civilian and claim some charisma points.



Lead your troops west to the wall. Hop on the crates and climb over the wall. Continue west, taking out all enemies along the way.



As you get to the end of the area, watch for Soviets on the balconies of the building in the southwest corner of the map. Fire at them.



Nearby on some crates rests an assortment of supplies.



Now send your team north into the harbor area. Follow behind and ascend the stairs on the left side.



At the top, turn right and make your way to the flagpole. Raise your flag to complete the subzone.



Return to the ammunitions depot. This trip is to raise a flag.



Lead your team southeast around the explosives building and then southwest when you get to the first fuel storage tank.



Use the crate to get up onto the rooftops of a series of buildings.



Crouch and continue north. Walk across a pipe connecting the buildings.



From the roof of the northernmost building, you have an excellent vantage point looking down on the Soviet defensive positions to the east. Throw Molotovs and frag grenades and fire on enemy targets to clear the area. Also order half of your team to assault the enemy from the ground while you provide supporting fire.



When the area below you is secure, backtrack to the pipe and hop down to lead the assault on the building next to the flagpole.



Inside the warehouse you come across an injured civilian you can heal.



Exit the building through a side door and then raise the flag to complete the subzone.



You are now ready to take on Fort Jay. By this time you should have 12 members in your team.



Start off by heading northwest to a building that has been reduced to rubble. Climb up the stairs to the second level.



Take control of a mounted machine gun and fire down on the Soviets advancing toward you. Order your team to advance and attack the enemy while you provide supporting fire.



Once your team has cleared most of the area, exit the building and move along the trench toward Fort Jay.



Rush all the way to the fort with your team in the lead. Enter the guard posts on either side of the entrance to take out the machine gunners and pick up a light machine gun.



Head upstairs and follow the corridor around. There is really only one way to go, so don't worry about getting lost—though at times you may feel like you are.



As you move through the bunkers, notice that you are below the locations of the flagpoles. Don't try to find a way up just yet. Eventually you reach a door leading outside.



Order your team outside to attack the Soviets guarding this area. Once they have been eliminated, take a corridor off to the right and follow it.



It exits to an outdoor walkway. Send your team ahead; Soviet soldiers hide next to the wall on your right and try to ambush you.



Also watch for snipers in the guard towers above and to your left. Take them down.



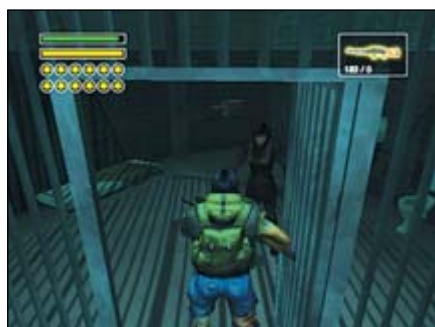
You reach the northern point of the fort. Turn and continue north into a room.



This takes you to the top of the northwest bunker. Send your team ahead to clear the area.



You find yourself in some living quarters.



Inside you find Isabella. Walk into her cell to release her. She now follows you around as your bodyguard. Even if you send your entire team ahead, Isabella stays with you.



Once it is secure, move to the flagpole and raise the flag. One down, three more to go.



These open into a courtyard in the center of the fort. Take out any enemies, cross the courtyard, and enter some more living quarters.



After exiting the room where Isabella was being held, advance south into the interior of the fort again. Take the staircase to the right.



Locate another doorway leading back inside and follow the corridors through various types of rooms.



Always send your team ahead of you—especially when you come to a room. They are almost always occupied by enemies.



Check for ammo and med kits as you advance since your teammates get wounded. Heal them up so they can keep fighting.



Now return down the stairs and go straight ahead to the southeast bunker. Raise another flag. Only one more to go.



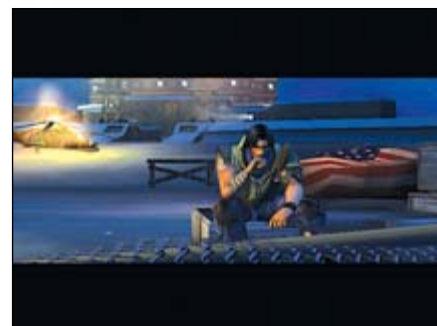
Now all you have to do is raise the last flag. Congratulations! Victory is yours.



Get to a room with some stairs leading up to this intersection. For now, head up the stairs to the left.



Continue around to the left to get to the southwest bunker. Watch for the guard towers off to the left.



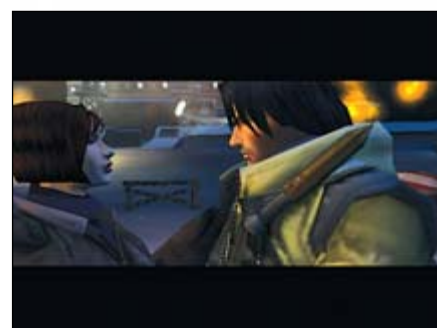
With Fort Jay now in the control of the resistance, Chris Stone can take some time to reflect on the events of the past year as a Freedom Fighter.



They lead to the top of the northeast bunker. Order your team to attack and clear it, then raise the flag.



As with the other bunkers, send your team to clear it out first.



The End.

Multiplayer Games

Xbox and PlayStation 2



Freedom Fighters includes a multiplayer game, allowing you to battle against other players. The format is a modified team-control the flag where a team must control the flag for a set amount of time to win.



Playing a Multiplayer Game

The Timer



During the setup for a multiplayer game, players select the total time a team must control a flag. It can vary from 3 to 30 minutes. Each team has a timer set for the selected time limit. At the beginning of the game, the flag is neutral. However, as soon as one team raises its flag on the flagpole, that team's timer starts counting down. It ticks away until the other team raises its flag. Losing control of the flag does not reset the timer. Instead, it halts it. Taking control of the flag again restarts the timer.

The Teams



Players choose which side they wish to play as—the Americans or the Soviets. When there are more than two players, players on the same side work together to win the game. Each side begins with a default set of weapons and equipment.

The Americans begin with shotguns, a .44 magnum, a pipe wrench, Molotov cocktails, and med kits. The Soviets start with an assault rifle, an automatic pistol, a pipe wrench, frag grenades, and med kits. However, more med kits, ammo, and different types of weapons lie scattered throughout the maps, ready to be picked up.



The Bunkers

Each map contains not only the flagpole but also four bunkers. These green containers hold mounted machine guns. They can be controlled by either side, though at the beginning they are neutral. The first player to enter a bunker takes control of it. A blue or red star hovers over the bunker to signify control by either American or Soviet forces, respectively. While controlling a bunker has no effect on the timer, they are a major part of the game.

As soon as a player takes control of a bunker, soldiers or Freedom Fighters spawn and man the machine guns. These soldiers and fighters can be recruited by the players. As this happens, more spawn to take over the machine guns or to be recruited. No matter how many are recruited, more spawn to defend the bunker. These recruits can even be sent by players to take control of bunkers on their own.

Once a bunker is controlled, it remains in the control of one side until it is captured by the enemy. To capture a bunker, players must eliminate all soldiers or fighters in the bunker and have only their allies inside. This can be tough because the soldiers or fighters manning the bunker respawn a few seconds after being killed.

The Maps

Players can select from three different maps. All have one flagpole and four bunkers apiece. However, each has unique features.

Greenwich Village

Greenwich Village is fairly simple—a good beginning map. However, it can be quite challenging even for experienced players since it is somewhat confined. The flagpole is in the center of the map surrounded by barricades, containers, crates, and even some mounted machine guns. Four bunkers sit on the outskirts of the play area and can fire into the flagpole area. Underground passages also play a role.

Brooklyn Rooftops

This map can be confusing at first. The flagpole sits on a rooftop along one side of the map. The four bunkers are lined up down the street in front of the flagpole. While this may seem straightforward, several

buildings can be moved through and offer positions for firing down on bunkers and the flagpole area. Some of these buildings even contain mounted machine guns. As if that's not enough, the streets are broken up into areas by walls, containers, and crates, forcing players to scout through the maze to find their way around. Luckily, the designers have spray-painted directions on the walls to the flagpole, bunkers, and even weapons caches.

Fort Jay

The multiplayer map of Fort Jay varies from the Fort Jay subzone in the campaign game. This map features a central flagpole with four bunkers surrounding it. Several stairways, interior rooms, and passageways allow creative players to find unique ways to infiltrate and attack the enemy. Again, spray-painted directions help prevent players from getting lost.

Multiplayer Tips and Tactics



Since multiplayer games are a bit different than the campaign game, there are some things you can do to make your team a bigger threat to the enemy.

Practice, Practice, Practice

If you want to win, practice. Start off by learning the maps. All you need for this is a second controller plugged in. Start up a multiplayer game by yourself and then walk around, seeing where everything is located. Make note of where weapons are hidden as well as the quickest routes to the bunkers. Also look for passages or cover that will allow you to approach bunkers from the rear, where they do not have mounted machine guns.

Once you know the maps, become proficient at commanding your team. Try ordering them to take control of a bunker while you are at another location. With this tactic, you could send half of your team to capture one bunker while you go for another or the flagpole.

Finally, practice using the weapons. Knowing how to accurately throw Molotov cocktails and grenades is vital since they allow you to attack without exposing yourself to enemy fire.

Speed during a multiplayer game is often critical. You may be very accurate, but if you take too long, a less accurate player may kill you.